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ISSUE 6 APRIL 1992

HAND-HELD GO! VIDEO GAMES

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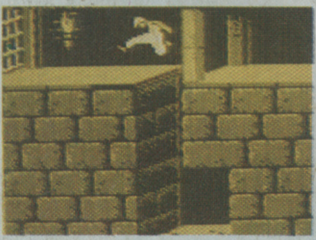
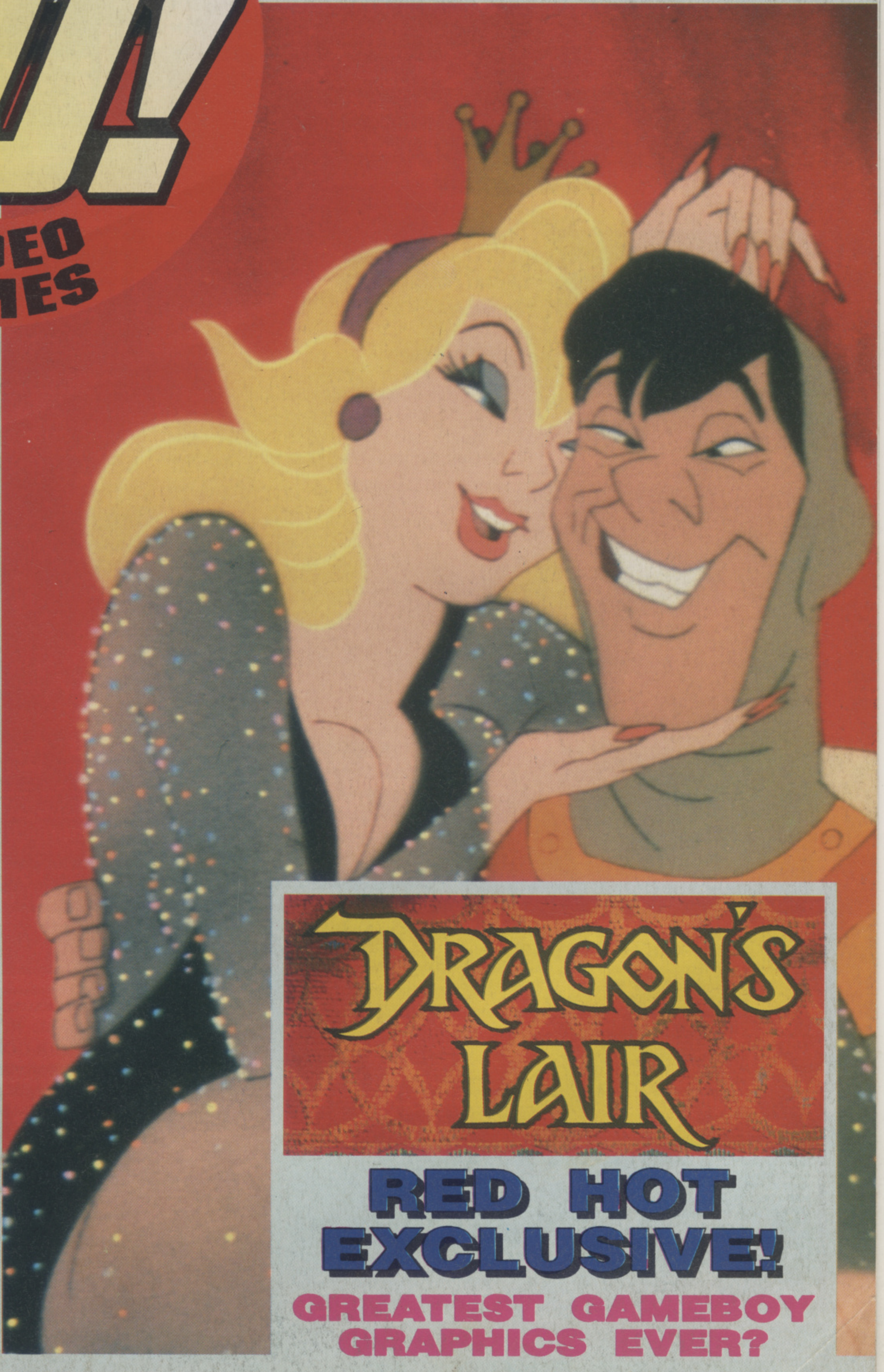
IN THIS ISSUE:
FACEBALL!
TOKI!
PRINCE OF PERSIA!
SPACE HARRIER!
AND MORE!





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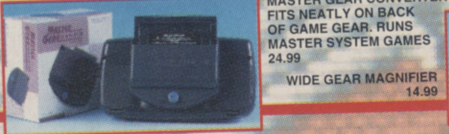

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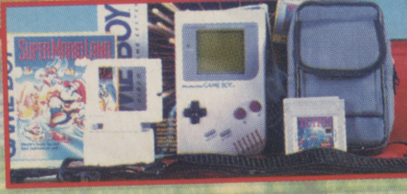

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HAND-HELD GO! VIDEO GAMES

Welcome to another incredible issue of Britain's one and only magazine devoted completely and utterly to hand-helds - and it's completely free! Not only that, this month's *GO!* is bigger than ever - an amazing 32 whole pages stuffed full with everything you need to know about your machine and the games that count!

And if that's not enough, *GO!* gets even bigger next month when CVG transforms from the greatest mag in the galaxy to the best in the universe! We'll have more space to cram in even more info on your machine - and *GO!* still won't cost you a penny! We must be stark staring mad!

Some exciting new changes to tell you about: first of all, you'll have noticed the *GO! Lowdown* boxes gracing the Reviews in the last issue. With their Look, Sound, Feel and Value catagories we've included them to cram in even more info about games. The more boxes filled in, the higher the game scores - it's as simple as that!

As everybody knows, Gary "Why bother to sleep?" Harrod has been *GO!* Designer since we launched the world's greatest free mag. Now he's been whisked off to a new challenge (applause all round) and into the limelight jumps Jenny Abrook, who takes over as Art Editor from this issue! Not only does she look a lot bettert than Gary, Jenny's also a Games Hero from the Jaws of Doom - so you're still in safe hands! See you next month.

TIM BOONE

EDITOR: Tim Boone **ART EDITOR:** Jenny Abrook **DEPUTY EDITOR:** Paul Rand **SKID KID:** Frank O'Connor **ADDITIONAL LAYOUT:** Yvette Nicholls **AD MANAGER:** Jim Owens **SALES EXEC:** Greg Watson **PRODUCTION ASSISTANT:** Emma Sadler **MANAGING EDITOR:** Julian Rignall **PUBLISHING DIRECTOR:** Graham Taylor. **PRINTED BY:** Kingfisher Web **COLOUR BY:** Colourtech, London E2. **GO! EDITORIAL AND ADVERTISING,** CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU **TEL:** 071 972 6700 **NEW FAX NUMBER:** 071 972 6710 **HANDY TIP:** Nobody knows anything **COPYRIGHT WARNING:** Ever woken up with a crowd round you? That's what happens if you try to rip off the greatest free mag in the world...

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It's the sport of the future - right here in the palm of your hand. It's the sensation of America, but what do the experts think? Find out with another Exclusive *GO!* Review!

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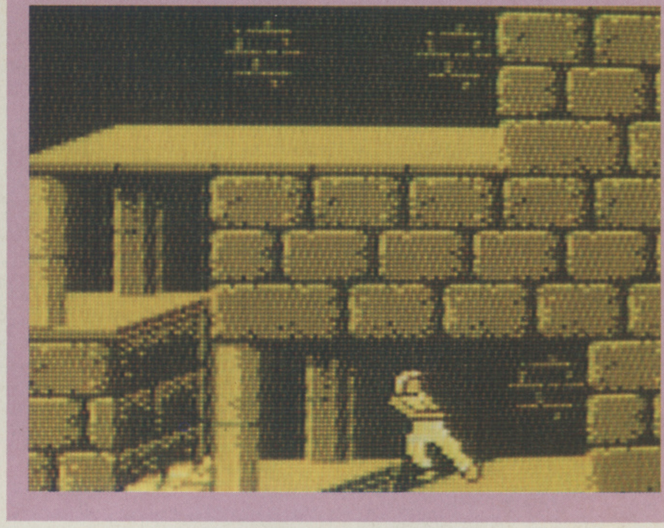
The classic arcade experience touches down on your Game Gear! How does the coin-op measure up when it comes to hand-held hijinx? Read our Exclusive *GO!* Review and flippin' well find out!

12 TOKI

Monkey mayhem is the order of the day in this little Lynx laff. Want to swing about, eat bananas and beat your chest like Frank O'Connor? Read the *GO!* Review and discover how!

14 PRINCE OF PERSIA

It's the title Gameboy freaks the world over have been waiting for, so *GO!* rushes in to scoop up this white hot little number for Review before anyone else. Well, we are the greatest...



16 DRAGONS LAIR

This month's Cover Game features some of the greatest graphics yet seen on the Gameboy! So how does this arcade blast measure up on mini console? Check out of Exclusive *GO!* Review for the full lowdown!

18 HEAVYWEIGHT CHAMP

Fancy some boxing laffs on your Game Gear? Tune into yet another *GO!* scoop Review for all the info on ringside malarkey!

26 FINAL FANTASY II

If you're the sort of person who likes using a bit of the old grey matter and killing everything in sight then you'll need to check out this Exclusive *GO!* Review right now! We've done it again!

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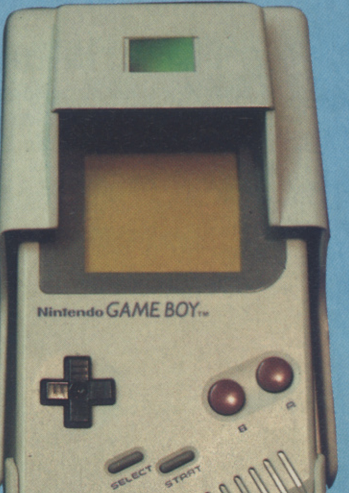
Once again the great *GO!* Previews section is chock-a-block full of so much gobtastic stuff we haven't got enough space to tell you about it - so zoom there NOW for all the goodies!

NEWS

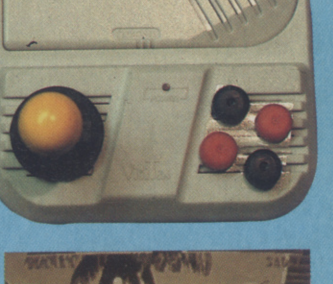
GAME BOY PLUS STREETFIGHTER 2!!



Everyone knows that Game Boy is tops when it comes to hand-held action and heroics. But with only two fire buttons to hand (or finger, as it were), there isn't much scope for wicked coin-op conversions such as WWF Wrestlefest and Streetfighter 2. Until now, that is, for a small British company has unveiled what could revolutionise portable play on the mono-marvel. The firm? Previously unheard-of electronics manufacturers Spin. The device? The appropriately-titled **Game Plus.**

This unassuming little piece of kit is a bit special. Measuring a miniscule 4x3 inches, the Game Plus slots onto the base of your Game Boy and, after inserting the attached lead into the Game Link socket of your machine, it's ready for use. For what, you may well be wondering? As a sound booster, for starters. The built-in speakers take minimum power from the batteries of the main unit, yet still pump out the toons at a pretty impressive five watts per channel. But that's nothing, compared to the Game Plus' main function!

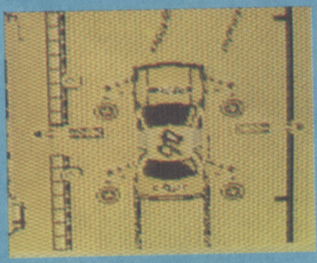
Plug a compatible cartridge into your Game Boy and the Game Plus gives you the option to play using six buttons! As well as the four mounted onto the add-on, the Game Boy's own buttons can be used independently of the Game Plus - adding up to a staggering six fire buttons all working separate from one another! This feature, unique to practically every other machine, gives Game Boy software houses scope to produce some terrifically involving games, and even flight sims along the lines of F15 Strike Eagle II which require a few keypresses but not tons! And guess what the first release will be? Yup, that king of martial arts coin-ops - **Streetfighter 2**! Ryu, Honda and the rest of the guys will be appearing soon in all their black and white glory. We've seen a pre-production copy of the game which came with the machine and our flabber was well and truly gasted! Honestly, all the characters do their stuff in this three-meg super cart, which utilises all four of the Game Plus' buttons, as well as those on the Boy, making for a highly accurate conversion of the arcade machine. We'll be bringing you more info on these stunning newcomers as and when we get it - don't you dare miss out!

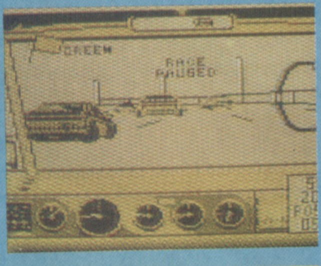


RALLY ROUND WITH TOM

The film was crap. The computer versions were crap. The console game was crap. So why have Mindscape decided to release their movie license **Days Of Thunder** on Game Boy? Because, by the look of it, it's going to be quite good, that's why.

If you haven't seen the film (you lucky people) it stars Tom Cruise as ace driver Cole Trickle, who manages to stretch out a race on the Daytona rally circuit to one and a half hours. The Game Boy game puts you in Trickle's shoes in a season of top racing antics and, from the quick spin that we've had on it, you could be in for something reasonably interesting. Programmed by Argonaut, the development team that brought you the likes of Starglider II and Birds Of Prey on the Amiga, Days Of Thunder is the first Game Boy cart to feature vector graphics! If driving is your thing, keep an eye out for a full review in next month's ***GO!.***

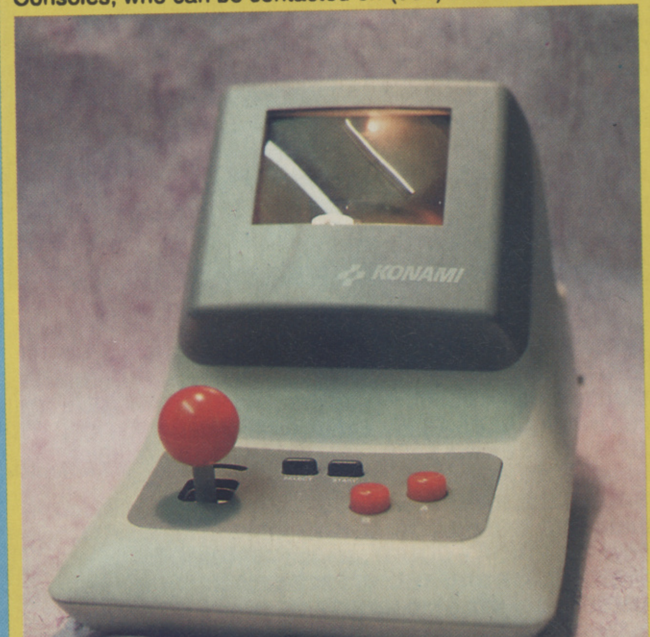




IT'S HYPER, BOY!

So you've got your Game Boy, but you think it's far too portable for your liking. What to do? Completely negate the portability by slipping it into this "handy" large lump of plastic! The device is called the **Hyperboy** and it's from those clever chaps down Konami way. As you can see, the Hyperboy looks just like one of those table-top arcade games that were big in the early Eighties. There's a slot on the top of the unit to slide in your Boy - switch on and gasp in awe!

The nasty old d-button is replaced by a smart joystick, and the Game Boy screen is both magnified and illuminated. Couple that with stereo speakers built into the Hyperboy and your carry-anywhere console becomes a little arcade machine! The price of the Hyperboy? A fairly reasonable £39.99. The suppliers? We got ours from Shekhana Consoles, who can be contacted on (081) 340 8565.



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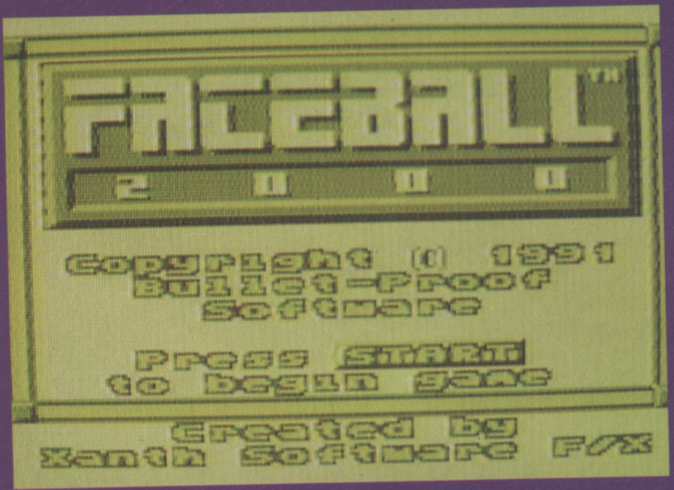
FaceB

The time? 200AD. The place? The Arena. The sport? Faceball 2000. The aim? Wipe the smile off his face. Enter the virtual reality world of Faceball and compete against the computer in a test of skill, nerve and cunning. Take on either the computer or a human opponent in the Arena, or shift to the Cyberscape - the ultimate 3D obstacle course. Team up with pals or go it alone - whatever you decide, keep smiling!

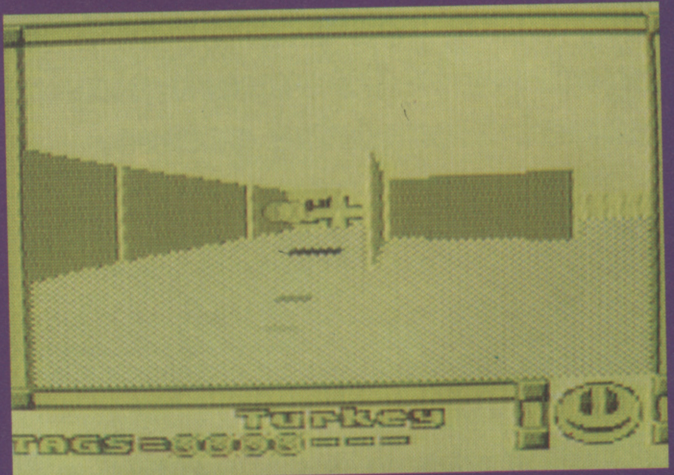
GAMEBOY - £24.00


FACEBALL™
2 0 0 0
Copyright (c) 1991
Bullet-Proof
Software
Press START
to begin game
Created by
Xanth Software F/X

DOUBLE TROUBLE

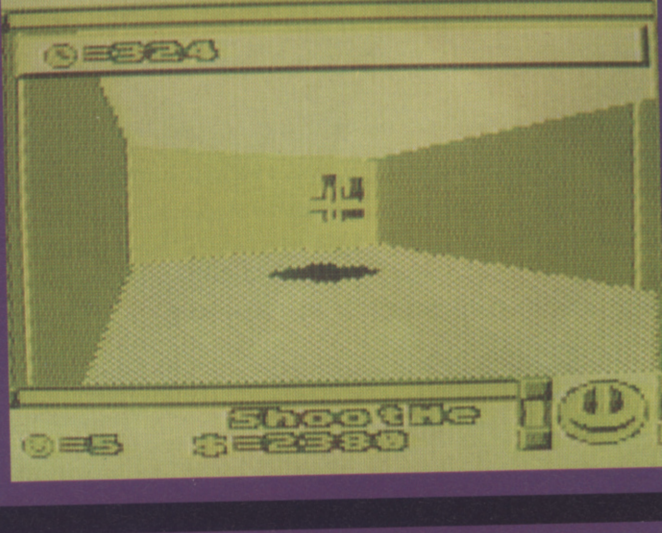
Faceball 2000 is made up of two seperate games with different objectives and challenges. The first, set in the Arena, pitches the player against either a computer-controlled or human opponent, and up to four humans can play with a link! The computer's a pretty smart cookie, but he lacks human cunning and downright devious skullduggery. Play against another human and we're talking a different game again, 'cos at the end of the day the smartest player wins!

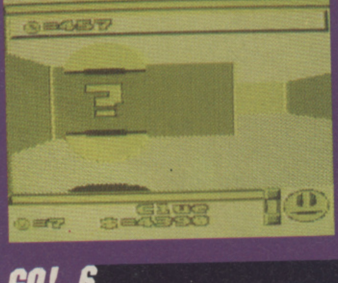
The second game is set in the Cyberscape, a series of more than 70 mazes filled with all sorts of tricks, traps and computer-controlled enemies. Here all-out combat takes second place to deduction and logic as you try to work out where the hell you are and where the hell you're supposed to go before the timer runs out and it's all over!

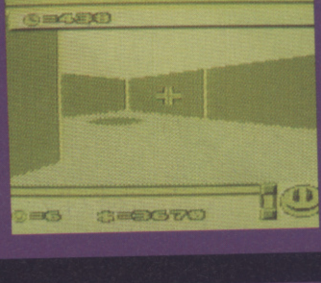


▲ Smiling happy people having fun.

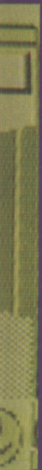
▼ Flathead's gunning for you in a BIG way!





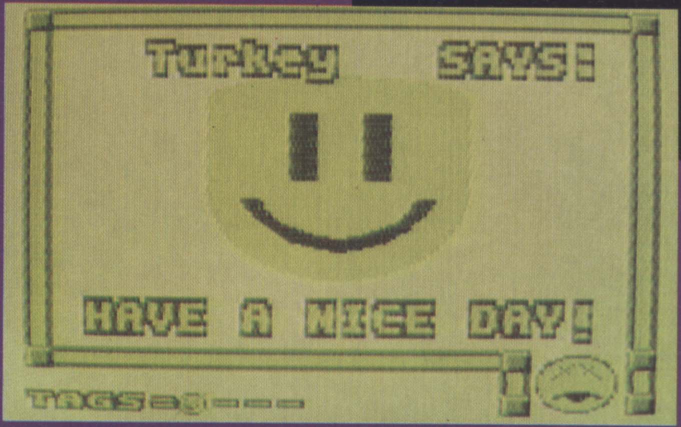


Ball



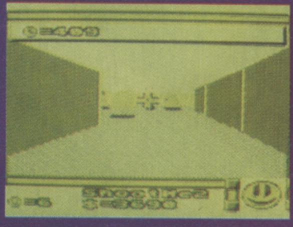
KEEP ON SMILING THROUGH

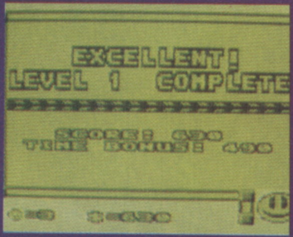
Feeling happy? Looking good? Not if the Smiloids have got anything to do with it! These are the meanest critters in the Faceball world, and don't be fooled by the cheeky grins! These boys sole aim in life is to hunt you down and knock seven shades of shaboolah out of you with their deadly balls of doom. So whevere you do, don't get stuck in a corner or run headlong down long corridors, 'cos you never know where these boys will pop up next!



Turkey SAYS:

HAVE A NICE DAY!

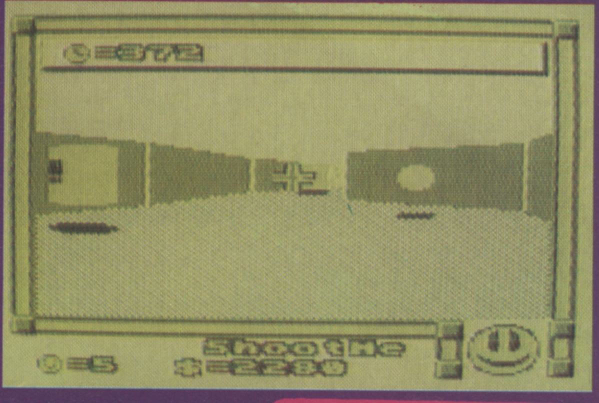




EXCELLENT!
LEVEL 1 COMPLETE

SCORE: 630
TIME BONUS: 490

▲ That's one level...



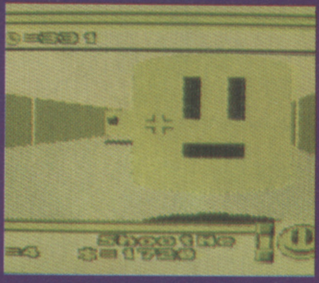
▲ Can you get to the power-pill before the Faceball's get to you?

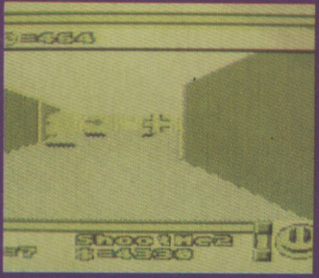
Imagine a 3D world crammed inside your Gameboy - 'cos that's what Faceball's all about! With two distinctive styles of game to choose from, this is one of the best packages I've ever seen for the Gameboy. Buy it and agree!

TIM BOONE

Smart enough in one-player mode, link together with a few mates and Faceball 2000 really comes into its own! It may look a bit sparse but you'll wet yourself wondering what's around the next corner. A-maze-ing!

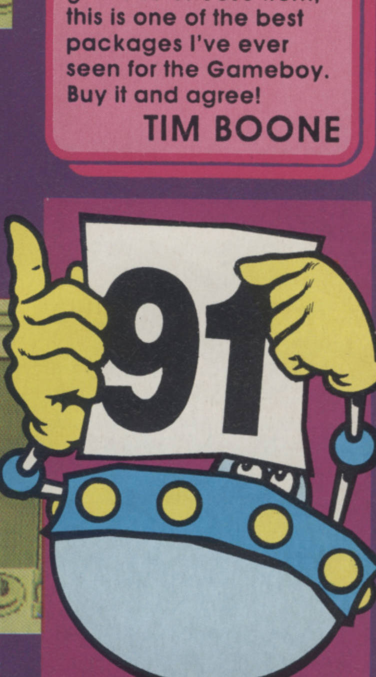
PAUL RAND

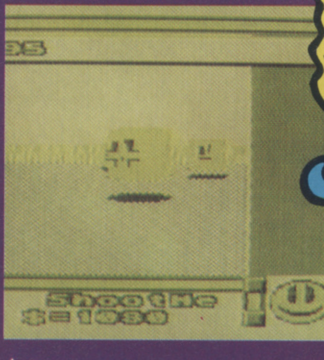




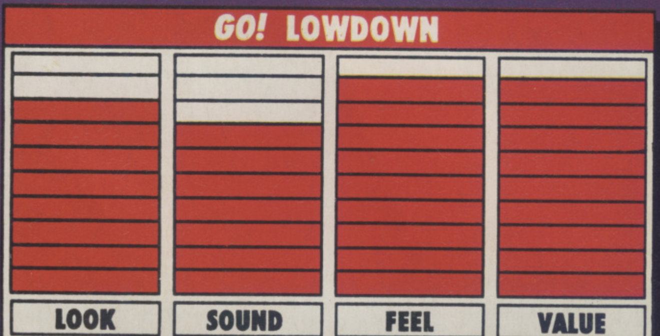
TRICK AND TRAP LAFFS

Faceball's Cyberscape Mazes wouldn't be complete without some pretty devious tricks and traps to keep you on your toes! These include invisible doors, hidden exits, hidden smiloids and fistfuls more. Luckily you can boost your powers with the help of a few power pills scattered about the 3D maze. Bump into them and they open up to reveal their goodies!





▲ Two onto one - that's not fair! (sob sob)



SPACE HA

Dragonland is not the place it used to be. The bad lads have moved in and are causing all sorts of mayhem and general naughtiness. They won't listen to reason, so there's only one thing for it - send in a bloke with a great big gun to blast them all to smithereens!

That's where you come in. You are the Space Harrier, and when it comes to destroying malevolent beasties there's really no-one better than yourself. Fuel up your jet-pack, power up that photon cannon and enter the Fantasy Zone for some rootin' tootin' nasty shootin'. And hey - let's be careful out there.

GAMEGEAR - £24.00

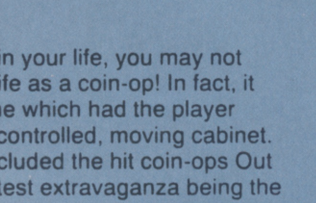
SPACE HARRIER

PLAY THE COIN-OP

If you haven't been to an arcade in your life, you may not know that Space Harrier started life as a coin-op! In fact, it was the first Sega arcade machine which had the player sitting in a massive hydraulically controlled, moving cabinet. Later Sega roller-coaster rides included the hit coin-ops Out Run and After Burner, with the latest extravaganza being the R-360 - a huge cocoon which gets its name from the fact that it spins the player through the full 360 degrees! If you get the chance to have a go, don't spare a second thought - but take a sick bag in with you!

GREAT BIG GUARDIANS

Along with the common-or-garden creepies, at the end of each stage our hero must do battle with a big guardian. As you'd expect, these fellers take a lot more punishment than the run-of-the-mill monsters, and they come packing some really quite offensive weaponry, so be on your toes at all times.



THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.

▲ *Mind the tr...too late.*

▲ *Mushroom malarky ahoy!*

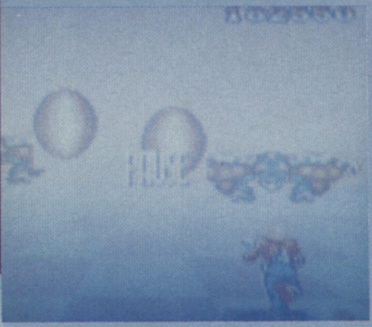
The only reason most people played Space Harrier in the arcade was to experience the amazing hydraulic chair - take that away and the game becomes a bit of a sad shambles. Surprise surprise, there isn't a hydraulic chair attachment for the Game Gear so what you're left with is a very basic shoot 'em up with an extremely limited lifespan. Sprites are big but jerky and they flicker quite badly and sound is only average. One to miss.

PAUL RAND

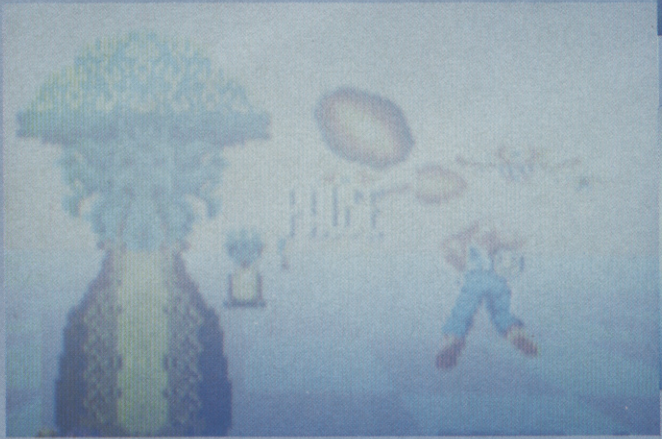
ARRIER

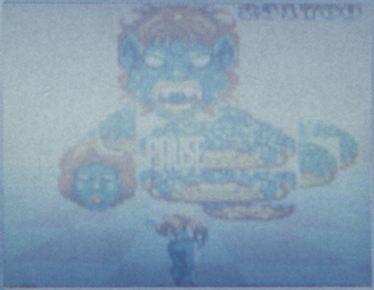
MONSTER MASH

Played from a second person perspective viewpoint, the aim of Space Harrier couldn't be simpler - cut a swathe through twelve sectors of evil aliens and monstrous meanies with your extra-large blast cannon. Don't think for a second that you're gonna be in for an easy ride however - most of the baddies are just as well armed; and the vast majority will not hesitate in going all kamikaze and flying straight at your personage!



▲ *They're mean, green and not very keen on you!*





▼ *Uurgh! It's Gary Harrod and his chums.*

HORDES OF HORRORS

Perhaps you thought there wouldn't be that many types of enemy in Dragonland. Well, apart from being a fairly cretinous thing to think of in the first place, you'd be dead wrong in coming to said conclusion. In actual fact, there are a staggering twenty-two different forms of baddy to be found spread throughout the dozen denizens of the Fantasy Zone, each with their own special formations and silly names, from monsters who sound like they've walked straight out of Brookside with monikers like Tomo and Bes to a couple of Japanese-sounding meanies, Haya and Stanrey.

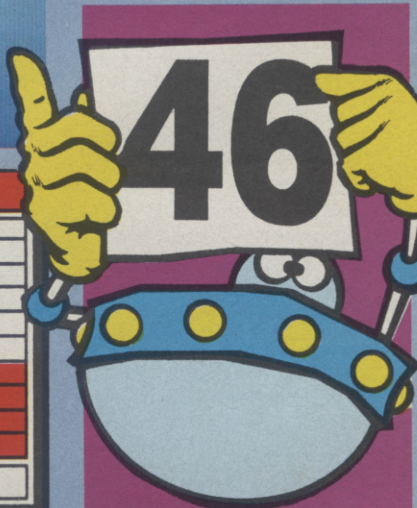
TITCHY TALK!

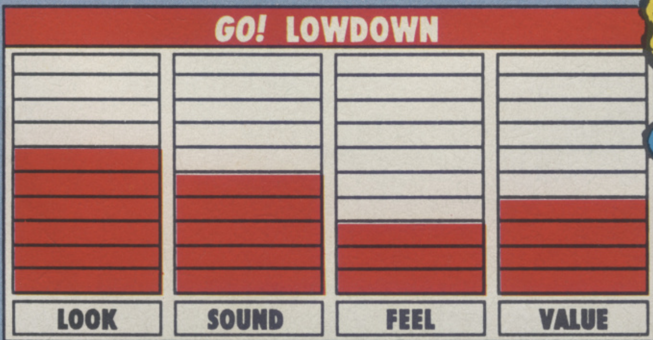
Unlike most Game Gear games which simply treat you to an array of ditties while you blast away, Space Harrier astounds the lucky player with the odd snippet of sampled speech! So, not only can you murder those monsters along to a snappy soundtrack or two, you'll also be told to "Get Ready" at the beginning of a level or when you start a new life and be greeted with a tasteful "Aaarrgghh!" each time you're wasted by an enemy!

▲ *Hitch a ride in the Bonus Stage!*

Space Harrier in the palm of your hand? Not quite. This is a fair enough conversion of a fairly uninspiring coin-op, but that's exactly what the game should remain - an arcade machine with lots of bells and whistles. It just doesn't stand up to other Game Gear goodies, so stick this at the bottom of the list.

TIM BOONE





WELCOME to another amazing Mailbag from the greatest games mag ever! This month's *GO!* is so crammed full o' goodies we've had to trim the Mailbag back to one page to get everything in! So without taking up any more premium space (you'd be amazed what some people will do to get into *GO!*) here's a selection of this month's liveliest letters. Keep 'em coming in to: *GO!'S MASSIVE MAILBAG, CVG TOWERS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.* Remember, there are free games on offer to the best letter and even a free hand-held to truly amazing scribbles - *GO!* for it!

MAILBAG

HAND-HELD GO! VIDEO GAMES

GO! IS THE GREATEST!

Dear *GO!*
I hate English and I hate writing, but I feel it is my duty to say you lads in the **CVG** office need a big pat on the back for your free and very cool **GO!** mag. There's nothing to criticise - the mag must be from another world! All I can say to the readers is this: if you've missed the mag before then don;t miss it again, you life depends on it. Thanks and praise from a humble Game Gear owner.
JOHNNY NICHOLSON,
Co Antrim, N Ireland.
What can we say?

HURRAH FOR HAND-HELDS!

Dear *GO!*
I am left handed, left footed and right eyed and my eye/hand co-ordination has always been awkward. However I have discovered since using my Game Gear my reading and writing co-ordination has improved. I think this is possibly because of the vigorous exercise in co-ordination from playing the Game Gear, so thank you!
TOM JACKSON,
East Molesey, Surrey.

GIMME A GO! GO ON!

Dear *GO!*
I am selling my computer for £200 and I am confused about which hand-held I should buy, so in your opinion which one do you think I should go for? In issue four of *GO!* Derek Lambert from Scotland said he would buy go for £10 but I would pay £15 for *GO!*
I KINSELLA
Co Kildare, Ireland.
There's one in the post. Make sure you send us the cheque when you get it...

PARLEZ WHO?

Dear *GO!*
I'm sorry to bother you, but does anyone here speak English?
PETER SOMEONE,
Canterbury.
No.

GO ON, GET GO!

Dear *GO!*
This new cool mag is perfect for me - I love this mag! When I first saw *GO!* from **CVG** I thought it was an imposible dream, but it wasn't! *GO!* is a great idea. I think this is a good mag for foreigners and all my friends read it. Game Gear is the best hand-held because its music and graphics are great! When you have to buy games then its amazing - buy **CVG** as quickly as you can!
PETRI HAAKANA,
Kauttua, Finland.

YOU MUST BE CRAZY!

Dear *GO!*
GO! is a great mag and I wonder why it is still free when you could make lots of money putting it on sale.
CHRIS BUTTON,
Northwood, Middlesex.
It's 'cos we're caring, generous and nutty as a fruitcake. Simple, eh?

WHAT'S THE GREATEST?

Dear *GO!*
Which do you think are the best three games for the Game Gear?
ANDY ROSSINGTON,
Crowthorne, Berkshire.
Funny you should ask - turn straight to page 24 and drool over the *GO!* Game Gear all-time Top Ten! It's the first in a series of four, in which the galaxy's greatest hand-held mag gives you the top-ten for each and every machine! I dunno, do we come up with the goodies or what? Keep those letters coming in!

I LOVE MY LYNX

Dear *GO!*
I have owned an utterly cool Lynx for a while now and so I thought I would write in to tell all those people who are thinking of getting a hand-held to get a Lynx. Why? It's simple. You can link up to eight Lynxs at a time and there is a brilliant range of software - Ninja Gaiden, Eye Of The Beholder, Lemmings etc). The graphics are stunning, sound is breathtaking and the scrolling immaculate. I could go on forever, and let's face it - the only machine to give it any competition is the PC Engine GT. The Game Gear is ugly, it doesn't feel right and with the limited range of software give me a Lynx any day. And the Gameboy? Need I say more - make your own decision anyway and don't think I am trying to make up your mind.
DAVID BRUTON,
Leominster, Herefordshire.

CARAZY QUESTIONS

Dear *GO!*

I got my very own brilliant Gameboy for Christmas. Unfortunately I only got two games though. These were Tetris (which you get with the Gameboy) and Spiderman. Anyway, here are some questions and suggestions: **1.** Why the hell does Tetris have the Taj Mahal at the beginning of the game? **2.** I have heard a rumour about the colour Gameboy. Is it true and if so will it be for sale in the UK? **3.** Is there a cheat for Spiderman on the Gameboy? **4.** I think you should have a cheat section in ***GO!*** **5.** Is Lemmings coming out for the Gameboy and if so when? I think **CVG** and ***GO!*** are ace!

PETER HARRISON,
Whalley Range, Machester.

1. Because. 2. If it is true, nobody will see one for years and years because the black and white machine is so popular that Nintendo would be crazy to sell it! 3. Does anybody know of one? 4. We're going to be doing exactly that very soon now, so why don't you lot write in with your hand-held cheats 'cos we've got a staggering £150 worth of free software for the best tip we get! 5. We keep hearing rumours...

LOWDOWN LOVELINESS...

Dear *GO!*

I have been reading your magazine every time it has come out with **CVG**. All the reviews are colourful (especially the Gameboy reviews, ha ha) and they are well presented and laid out. The Lowdown on all the portable games machines was a brill idea, and if it was slightly bigger it could be sold as an independent magazine - so there!

MICHAEL TAYLOR,
Beeston, Nottingham.

We know *GO!* could sell as an independent magazine, but we're just so completely loony we've got to keep giving it away for free! Are we off our heads or just plain round the bend? How do you think we can cram so much stuff in one mag for nothing at all? How the hell do we do it? Why not write in and bloomin' well tell us!

WHEN WILL GO GROW?

Dear *GO!*

I am writing to you to do two things. Firstly, I will congratulate you for producing your wonderful mag, which gets bigger and better by the issue. However, could you make ***GO!*** a tiny bit bigger? Keep up the good work.

THOMAS BUSSY,
Fleet, Hants.

You want biger? How does another stonkaliciously brill eight (yes eight!) pages grab you? That's how much bigger we are than last year, and you can bet your boots we'll just keep on growing while more and more people discover how gobsmackingly brilliant hand-helds really are! Take a bow, you *GO!* boys...

LOADSA LYNX LAFFS!

Dear *GO!*

I am the proud owner of a mega fabulous and crucially wicked Lynx. When I heard that Pitfighter was to be released on it I nearly exploded! Please could you tell me: 1. When Pitfighter will be released. **2.** If it will have a two-player mode. **3.** When Shadow Of The Beast will be released. **4.** When Lemmings will be released. I am pleased that at last some magazine prints lots of screen shots. ***GO!*** is great - so keep it coming!

BEN PLUMSTEAD,
Warley, Brentwood.

1. Don't explode before you've read all about it here! 2. Almost certainly. 3. Soon. 4. Very, very soon!

YOU'RE FAB AND YOU'RE FREE!

Dear *GO!*

I am the proud owner of a Game Gear. I have a nice little collection of games including Sonic and Mickey Mouse, Castle of Illusion. I spend £1.40 every month on **CVG** so I can get my hands on ***GO!*** It was in the March issue I had an idea. I know a load of people who love ***GO!*** and buy **CVG** just for it. Why not make ***GO!*** the size of **CVG** and slap a £1.40 price label on it? If it does well in the first few months you could make it fortnightly, there are a great deal of possibilities. There are enough filthy rich hand-held owners out there to make it a success.

JAMES HARMAN,
North Harrow, Middlesex.

Look, I know we're right off our rockers to keep giving *GO!* for free, but what does everbody else think? Are there loads of stinking rich hand-held owners out there?

RATINGS RANTINGS

Dear *GO!*

Your mag is brilliant. The only thing I don't like about it is that the Reviews only give the overall result, not like other mags that do seperate results for the sound and graphics etc. Apart from that it is the best. Why does GO! come free? I'd pay 90p for it or even £1.20p - you're nutters giving GO! away free.

DAMIEN HAWKER,
Hengrove, Bristol.

Check out the Review pages right now and you'll find we now give ratings for Look, Sound, Feel and Value together with the overall! Go back and read Tim's intro bit to find out precisely what each one means and then fall over backwards because we're still giving the galaxy's greatest hand-held mag away for nothing at all! We must be nutters after all!

GAMEBOY GOODIES!

Dear *GO!*

I would like some advice on what game to get for my Gameboy since I haven't got any games for it yet (apart from Tetris but I got that with the Gameboy so it doesn't really count).

PAUL EATON,
Stockport, Cheshire.

PS If I was you Tom I'd get a Gameboy for one reason: they're brill.

Which Gameboy games are the greatest? Why not get *GO!* next month for our all-time Top Ten! Can you wait that long?

KICK OFF WITH GO!

Dear *GO!*

I have recently purchased a Gameboy and was looking for a good magazine to help me find good games and give me info on all the new releases of software. I bought **CVG** to see what it was like and was delighted to find falling out of it the very first issue of ***GO!*** I think like all the millions that read your mag that it is excellent and will always buy it in future. Not only does it have such a wide selection of games it spreads them out evenly. If it is possible could you please print a review on Super Kick Off for the Gameboy as it is my birthday soon and I was thinking of getting it.

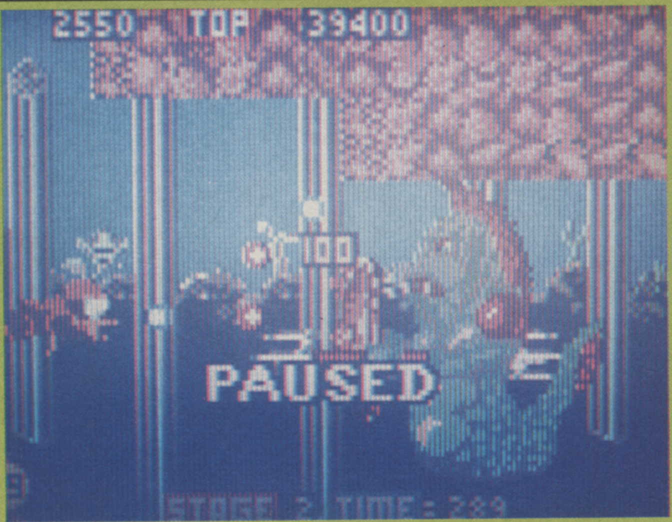
STEFAN CHOMKA, Harpenden, Herts.

As everyone else will tell you, *GO!*'s so hot we reviewed Super Kick Off back in issue 2 - long before other sad mags had even heard of it! You'll have a bit of bother getting hold of one now because they're collectors items, but it's a fantastic game so rush out, buy it and thank us later!

TOKI

Now here's summat a little odd: your girlie's been grabbed by Stork, an evil wizard who's so jealous that he's not only kidnapped the girl but also transformed you into a monkey! Gibbon-like antics are all well and good, but there's no time to ape about - rescue-related action is high on the agenda. Converted from the FabTek coin-op, Toki on the Lynx will take the player across land and under the waves, and have you doing battle with Stork's monster minions. Collect weaponry and items as you go, but most importantly, stay alive long enough to get the gal. What are you - a chimp or a chump?

LYNX - £TBA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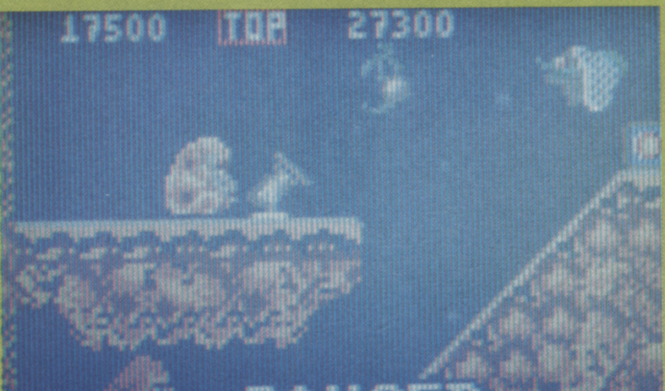
100
PAUSED
STAGE 2 TIME:289

▲ *A big sea-monster - sounds a bit fishy to us!*

GIBBON GUARDIANS

Each area is patrolled by a massive monster with orders to snuff you out on sight. There's no way you're going to sneak past him while he's not looking, so do what any normal rock-hard mutant ape would do - stand there and fight! Actually, you'll have to run about and jump a lot while you're shooting at them, 'cos they fire all sorts of deadly weapons at you, so those dodging skills had better be on top form.

▼ *A new weapon! But beware the cheeky monkey.*


17500 TOP 27300
PAUSED
STAGE 2 TIME:277

A quite difficult platform shoot 'em up, Toki is nonetheless very enjoyable and addictive. With loads of baddies to destroy and lots of new weapons and equipment to pick up, Toki is one of the best Lynx games around.

PAUL RAND

22500 TOP 27300
TOKI
CORP. ©1989 LICENSED BY FABTEC, INC
ALL RIGHTS RESERVED
LICENSED TO ATARI CORP.

COINING IT IN

Hidden inside stalagmites which Toki finds dotted around the levels are food, which adds to the overall score. Added to that, some of the creatures drop coins when killed - collect enough of them and you're given an extra life!

to
eak

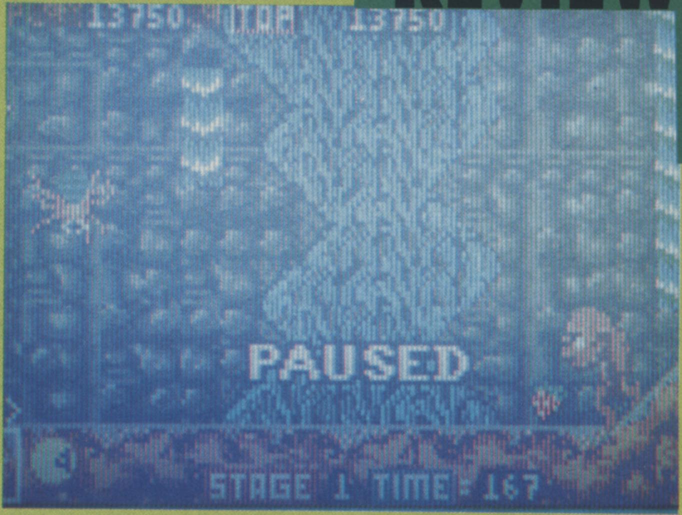
're
s at

APE-LIKE ARMOURY

Toki's world is full of danger, so it's lucky that some mysterious helper has placed bonus items around the levels. Pick up three-way shots and firey breath to replace those measly magic balls, and stuff like running shoes to make you jump higher and reach those difficult-to-collect extras!

MONKEY BUSINESS

Ok, so you're a monkey. That doesn't mean you have to swing about the forest, eating bananas all day. Being a magic monkey, it's possible for you to spit magic balls at your enemies, sending them back to whichever foul pit they came from.



▲ *A juicy big strawberry - but where's the cream?*

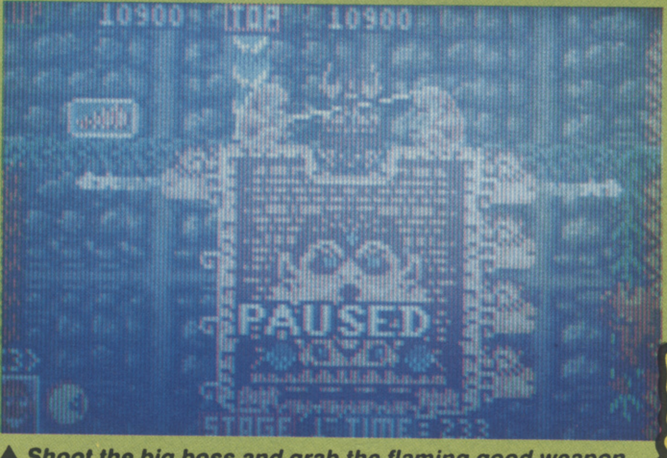
JUSTIFIED ANCIENTS OF JUJU

Talk to a Japanese person about the Toki coin-op and he'll probably look at you in a funny way. That's because they've never heard of Toki in the Land of the Rising Sun! Over there, the arcade machine is entitled Legend of JuJu. Apart from the name change, though, the game is exactly the same as the one British gamers know and love.

▲ *Pull on that red helmet!*

▲ *Toki looks unconcerned.*

▲ *Oh dear. Toki bought the farm.*

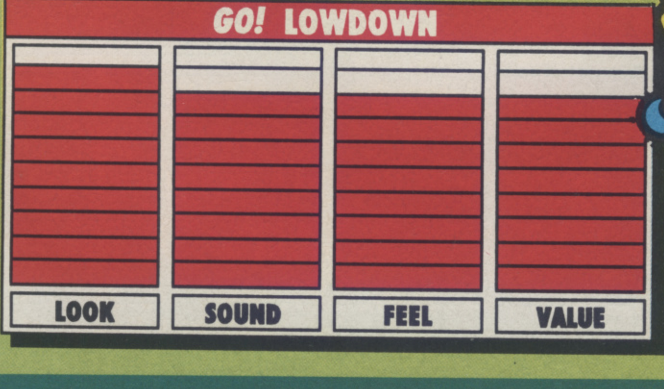


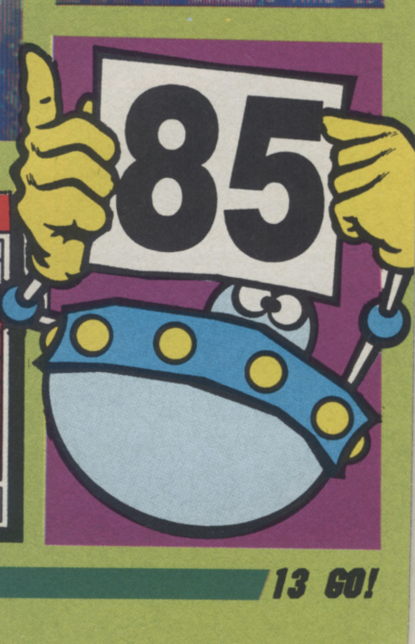
▲ *Shoot the big boss and grab the flaming good weapon.*

21300 TOP 21300
PAUSED
STAGE 1 TIME: 25

Toki was always an oddball game and I never really gave it much time, but this is a fine conversion to the Lynx and an enjoyable challenge you'll keep coming back to.

TIM BOONE



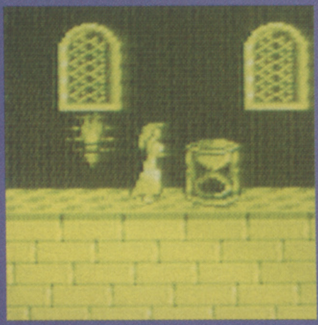


PRINCE OF P

The Grand Vizier has kidnapped the princess! What a Jaffer, eh? That's his name, actually, not a remark on his virility. Anyway, he's taken her to his huge castle and stashed her away in the massive labyrinth of dungeons, in an attempt to get her to marry him - beats a bunch of roses and a trip to the piccies, I suppose.

Anyway, the heartbroken Prince Of Persia, who was to be the gal's betrothed until nasty old Jaffer moved in, ain't too happy, and he's decided to head off in search of her. And guess what? You control the prince in this multiple level search 'n' slash extravaganza which first saw the light of day on home computer formats. The fate of the princess is in your hands - get down to some hot rescuing frivolity forthwith!

GAMEBOY - £TBA



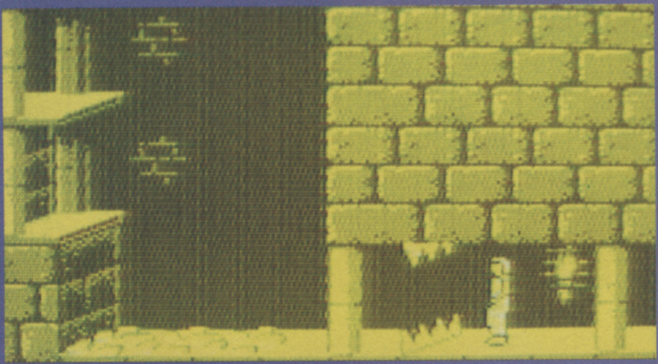
▲ *Time is running out for the princess...*

THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.

HAVING A SLASH

Not only are there all manner of traps spread throughout Jaffer's abode, but the Prince Of Persia will also run right into his sword-wielding henchmen who slash first and ask questions later. You can't hope to fight them until you've found a suitable weapon - luckily, there's one hidden on the first level.

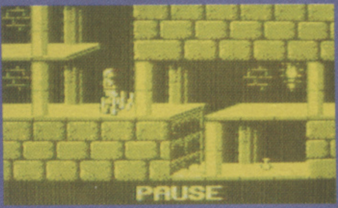


Prince of Persia is one of the all-time greats, and this Gameboy conversion is a cracker! It really is like playing a film in the palm of your hand! From super smooth animation to puzzles galore, this is one of the best Gameboy romps yet seen. Buy it!

TIM BOONE

MIRROR, MIRROR ON THE WALL

On level six, the Prince will find his path is blocked by a mysterious mirror which has appeared from nowhere. The only way to get past is to take a running jump! No, seriously - run at the mirror and jump straight through it. There's just one small snag though; it's an evil magic mirror and, when you come out of the other side, a mirror image of yourself will be set free and will roam about the rest of the game mucking up all your plans.



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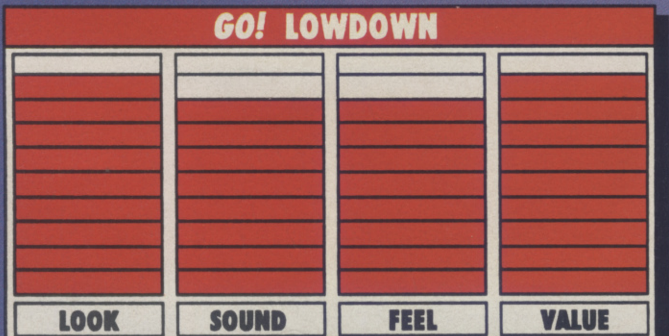
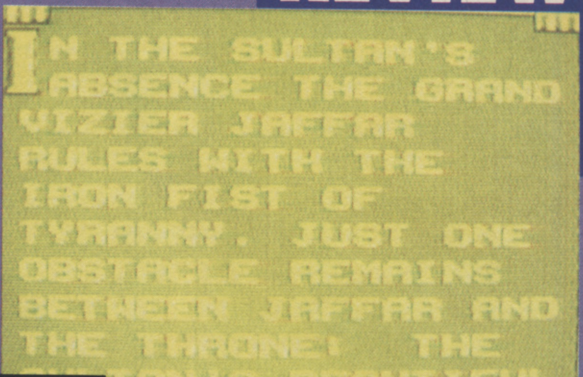


FIND THE PHIALS

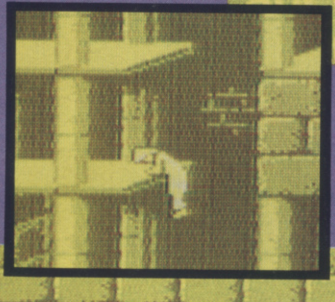
You start the game with a piddling three units of energy - and if you're a rather poor player, then they aren't going to last for too long. But don't despair for, dotted around the playing area, are phials of potion which replenish lost power or even bump up the amount of energy units available to you. However, some potions are actually poisonous and sap your strength, so beware.

PERSIA

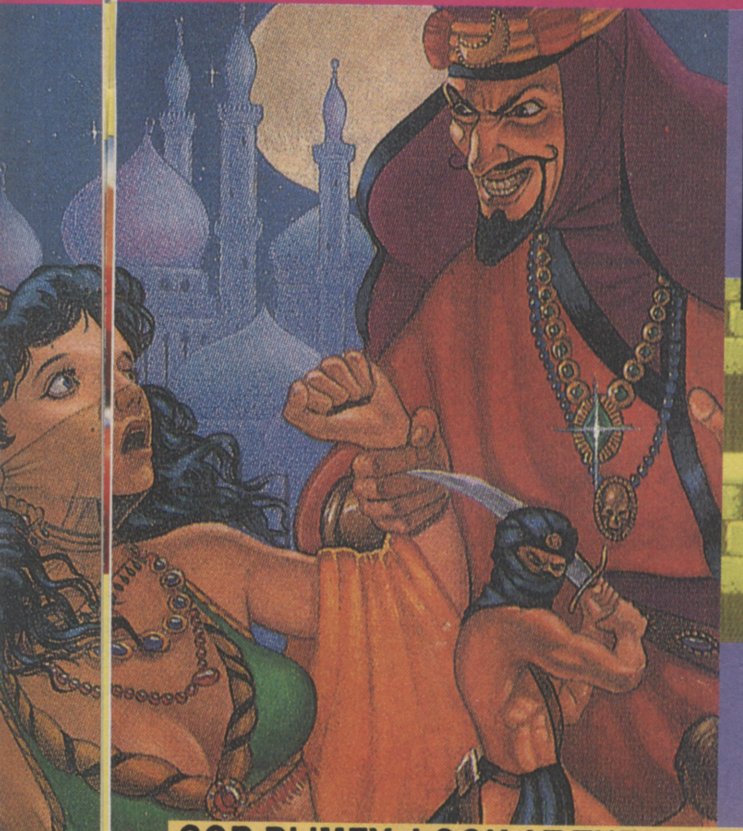


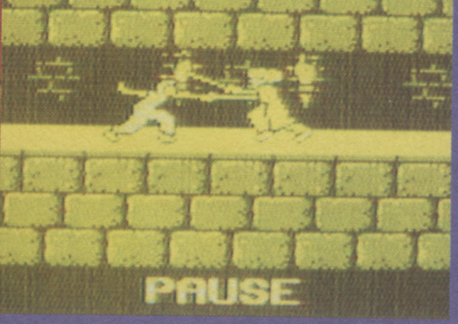
IN THE SULTAN'S ABSENCE THE GRAND VIZIER JAFFAR RULES WITH THE IRON FIST OF TYRANNY. JUST ONE OBSTACLE REMAINS BETWEEN JAFFAR AND THE THRONE: THE
TAN'S BEAUTIFUL
NG DAUGHTER...

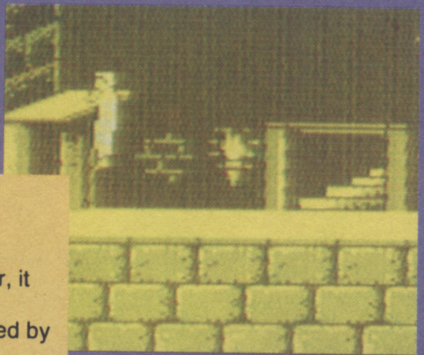
▲ *You know the score - go out there and get the gal!*



◀ *Go on - heave yourself up, my lad.*







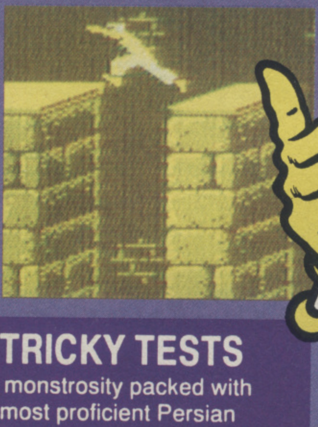
Prince Of Persia was a superb computer game and, unbelievable as it may seem, it's even better on the Game Boy! The action is faster than on the bigger machines and the graphics are as stunning on the little Nintendo than they are on systems costing ten times the price! Gameplay is simple to pick up but tough to master, making for a long-lasting cart that'll have you engrossed for ages!

PAUL RAND

COR BLIMEY, LOOK AT THEM GRAPHICS!

When Prince Of Persia was released on home computer, it caused a storm due to its breathtaking animation. This stunning movement of the game characters was achieved by videotaping various actors performing the necessary movements, then digitising the recordings and shoving them into the game. The same technique has been used on the Game Boy version, and the effect is similarly eye-popping!

▼ *Can he make it? Probably.*



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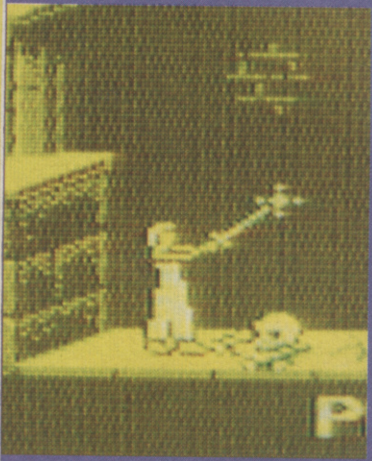
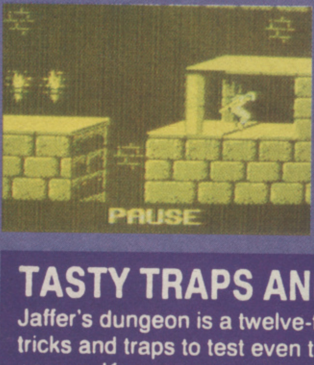
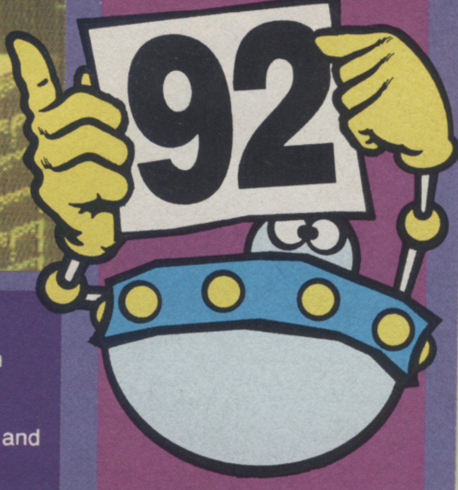




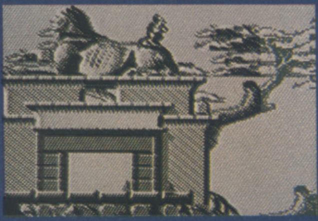
TASTY TRAPS AND TRICKY TESTS

Jaffer's dungeon is a twelve-tier monstrosity packed with tricks and traps to test even the most proficient Persian poseur. Keep an eye out for loose blocks on the floor - if they're stood on, they'll collapse underfoot and you'll fall and hurt yourself. Poor soul.



Dirk The Daring. Master of the sword. Winner of battles. Conqueror of hearts. Brainless baboon! This medieval moron is always getting himself and his girlfriend in trouble - it's usually some wicked magician at the nasty end of the business and this case is no exception. His girlfriend has been kidnapped and is being held in a very secure part of a distant castle. It's up to Dirk to find the castle, destroy the wizard and rescue the maiden. This may sound extremely hard, and actually it is - but our hero's such a dough-brain he hasn't stopped to think about little things like that...

GAMEBOY - £24.00



DIRK THE DIPSTICK

The Gameboy incarnation of Dragon's Lair is a bit clever. Instead of just copying the arcade formula, Elite have chosen a rather groovy platform style. This is just as well because the arcade machine rated Graphics 100 per cent and Gameplay zilch. It was a simple matter of pushing the joystick in the right direction at the right time!

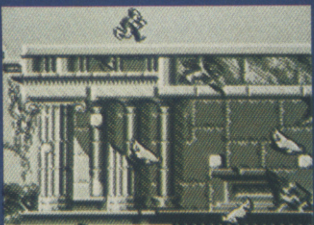
DRAGON'S

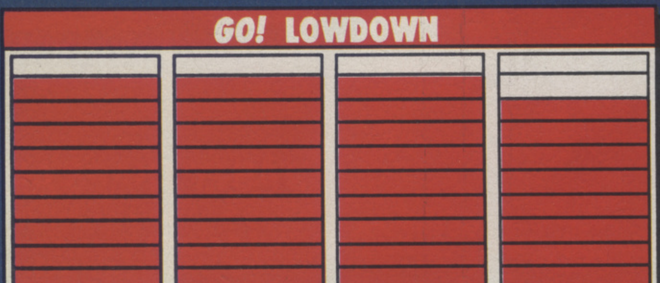
Yahoo! This is just about the best looking Gameboy game so far. The graphics are absolutely wonderful and gameplay is a treat. The screen scroll blurr can be a tad irritating, but it doesn't really affect play. An essential buy!

FRANK O'CONNOR

DIRK THE DUMBELL

The origin of Dragon's Lair lies in the murky past of arcade machines. The original Dragon's Lair was a laserdisc game which used real cartoon sequences instead of computer graphics. The animation was designed by Don Bluth, one half of the world famous Sullivan Bluth animation company. Don has also worked on cartoon features including All Dogs Go To Heaven and American Tail. He also worked on the latest Dragon's Lair coin-op, cunningly entitled Dragon's Lair 2 and we think he's totally fab.





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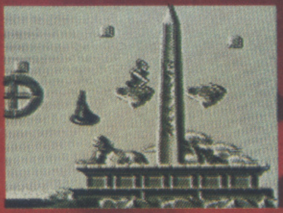
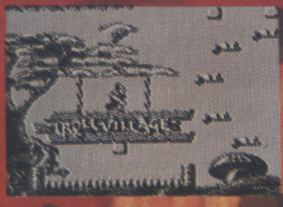




Nobody knew what to expect from Dragons Lair on hand-held, but Elite have turned in a top title featuring some of the best Gameboy graphics ever! The game is a real challenge too, and a bit of a laff to boot. Great fun.

TIM BOONE

DIRK THE DARING

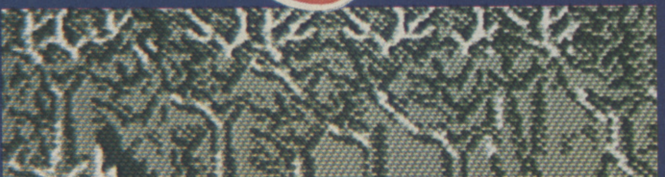
Dragons Lair on Gameboy takes the form of a scrolling platform romp which requires good reflexes and pixel perfect timing. Almost every object on screen can be used as a platform and there are tons of perilous drops to contend with alongside a host of bad-tempered baddies and vicious varmints. Fortunately, Dirk is blessed with incredible jumping skills and can leap all but the widest gaps. The object of each level is to collect every token you can find. These are often located on extremely precarious perches, but you are a warrior after all. You can handle it, even if you are thick as trees!

S LAIR

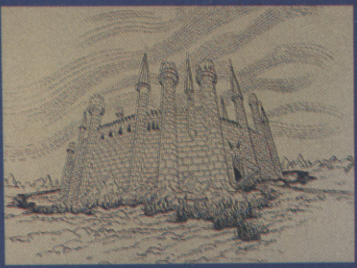
◀ Dirk's never the sort to lie down on the job - unlike some.

DIRK THE DOUGHBRAIN

To complete a level you have to collect every single one of the squarish tokens that float around the screen. These are often very difficult to reach and you'll lose many a life trying to get them. This is especially tricky when you're riding the vehicles and animals and you may have to get killed to reach some. Fortunately for you, the tokens you collect remain in your possession even when you lose a life (of which you have plenty).

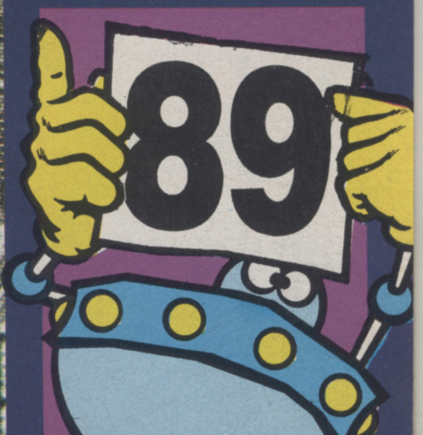


▲ A nasty-looking tree - but don't worry, his bark's worse than his bite.



DIRK THE DIVVY

During the game you'll discover deadly and seemingly impassable sections of landscape. There is always a way across, using a vehicle or even an animal. For example, walking on the railway tracks means instant death, so you have to ride the first available mine cart. This sounds easy, but you still have to collect the tokens and that cart just doesn't stop for anything!



HEAVY WEIGHT C

Ring-a-ring-a-roses, a pocket full of posies; so the old rhyme goes. But in the Heavyweight Champ ring, all you'll have in your pockets are your teeth after some six-foot, six-ton bruiser's just punched them all out!

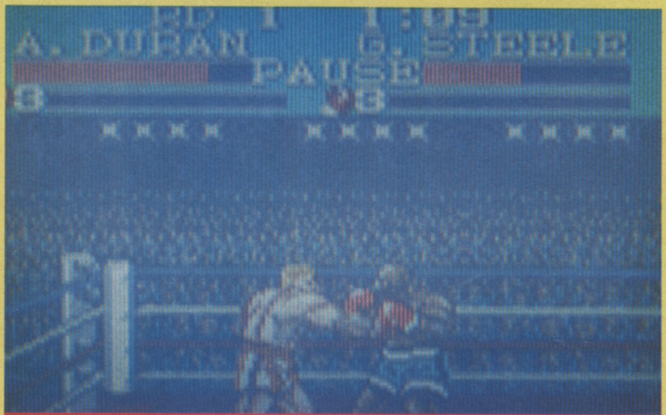
Take on the toughest dudes on the circuit and fight for the ultimate prize - the title of World Heavyweight Champion. It's a long road to the top, but the further you progress, the more powerful you become - trouble is, so do your opponents!

GAMEGEAR - £24.00

Heavy weight
CHAMP

HA-ONE! HA-TWO! HA-THREE!

Each bout is scheduled for ten rounds of three minutes per round. Should you knock down your opponent three times within one round, a technical knockout or TKO is declared and you win through to the next fight. Of course, if you should thrice hit the canvas, you'll be out of the game and out on your ass!

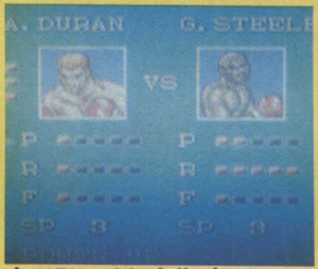


ROUND AND ROUND AND ROUND

Should the match last the full ten rounds, the winner is decided on a points basis. Both fighters score points for each round, up to a maximum of ten points per round. Surprisingly, the boxer with the most points at the end is the winner and the other isn't. Such is boxing.

Initially quite a laugh, Heavyweight Champ soon becomes a tad boring once you've worked out the right moves and tactics. All credit to Sega for giving hand-held boxing a go, but this one just doesn't cut it. Save your cash and wait for the next one...

TIM BOONE

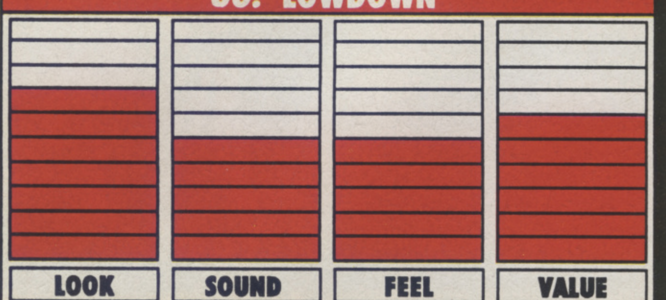


▲ *HE's a big feller!*

RD 3
A. DURAN
F. NELSON
PAUSE
SIMS

▲ *He's hurt him! Go Frank!*

GO! LOWDOWN



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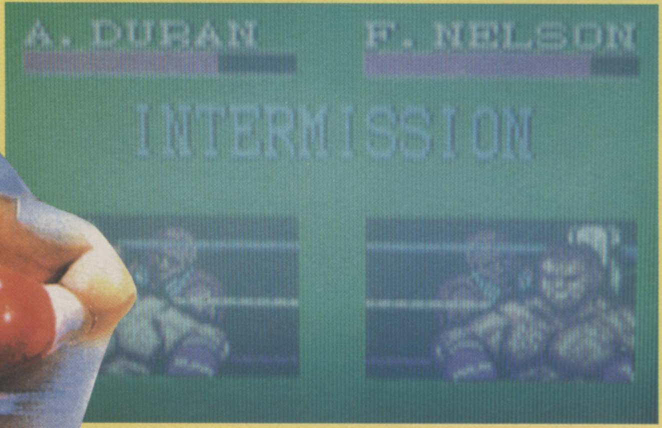
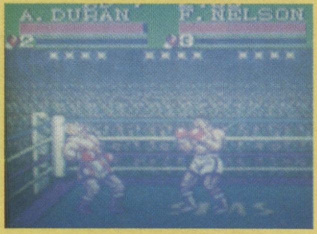


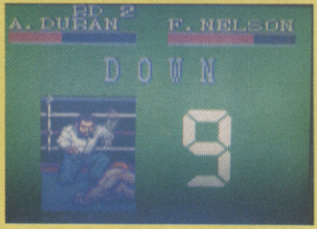
▲ *No time to rest - there's nine more rounds to go.*

A TOKEN GESTURE

Every time you win a fight, your boxer is awarded a number of tokens which can be used to train in one of three skill areas. Power is just that - the strength of your blows. Reach determines how easy it is to make contact with the other boxer, while Footwork is an indication of your maneuverability around the ring.



▲ *A crunching left hook!*



▲ *Looks like it's all over.*

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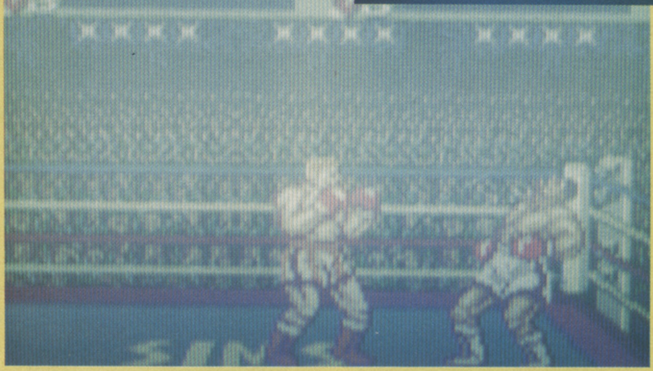
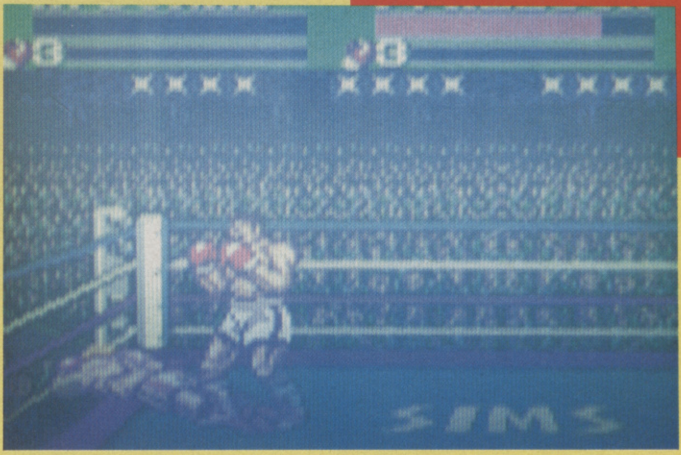
THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.



FIVE STARS WHO'D MAKE GOOD BOXERS

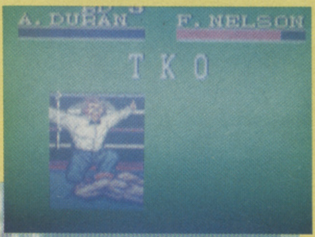
Sylvester Stallone - cos he never gets beaten in the films.
Arnie Schwarzenegger - his hands are made of metal and they HURT.
Dolph Lungren - you don't need many brains to be a boxer.
Jeremy Beadle - wouldn't it be fun watching him being beaten up?
Frank Bruno - Frank? A boxer? Never.

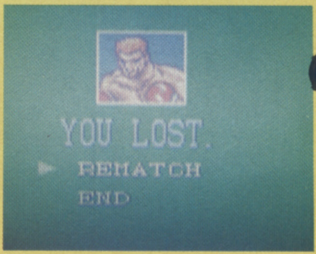


▲ *And you're down! Disaster for the young challenger!*

GET UP YOU WOMAN!

If you're knocked to the ground, it's no good doing a Buster Douglas and waiting to be counted out so that you can go home and spend all your loot; you've got to get back on your feet again as quickly as possible. This is done using that ages-old video game favourite - batter those keys as fast as you can to make the boxer get up and continue the battle. Accomplish this within ten seconds and you can quite happily return to the match - fail and you're out!

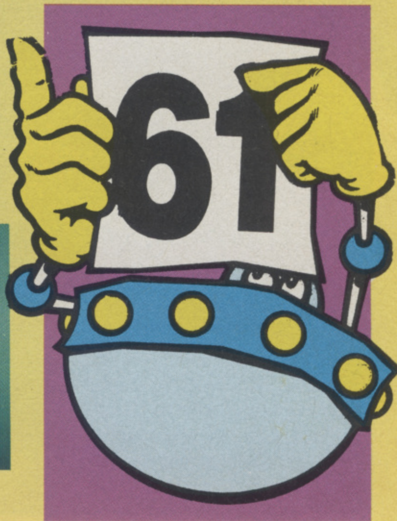




▲ *He could have been a contender.*

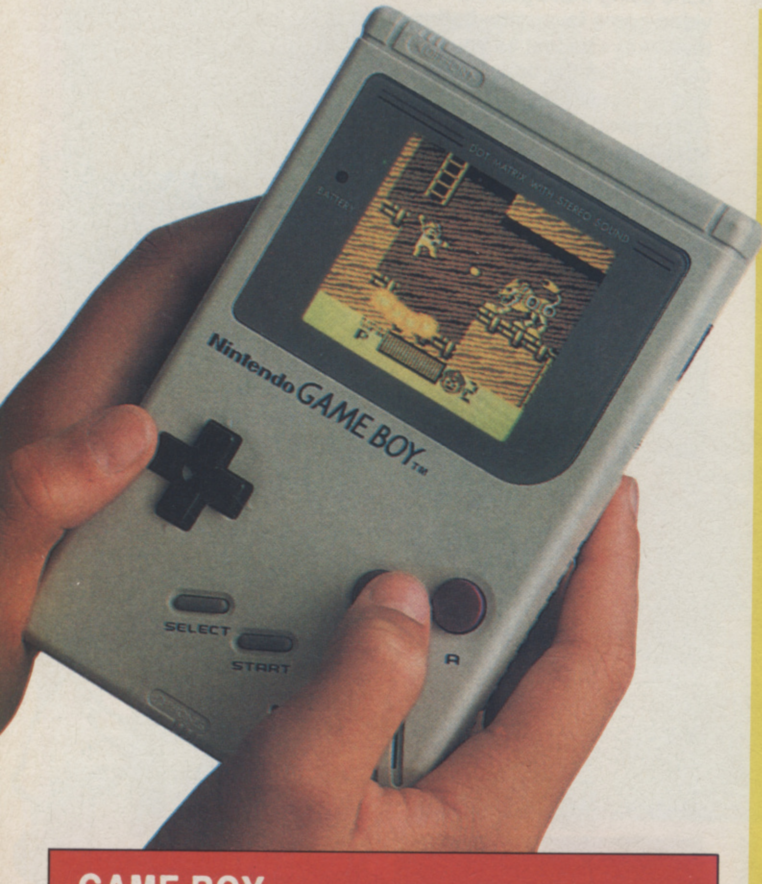
For the first boxing game to hit the Game Gear, Heavyweight Champ doesn't give much hope to the portable plagiarists amongst you. Gameplay is very limited, with only a smattering of moves. Sprites are big but animation is sparse, but at the end of the day all the player needs to do to complete the game is learn the simple tactics to defeat each fighter. Enjoyable for a while, but the fun soon pales into nothingness.

PAUL RAND



It's Easter next month, and no doubt you'll all be looking forward to filling your faces with choccy eggs and receiving bags of cash from Grandma and Aunty Flossie. But what to spend it on? A smart new game for your smart, new hand-held? A year's subscription to Leather and Cheesecake Users' Weekly? Or some of the exciting add-ons which have exploded onto the portable scene? *GO!*'s very own peripheral device PAUL RAND saunters through the wacky world of bits 'n' bobs and reports on what's on offer!

EXTRAS! EXTRAS! READ ALL ABOUT 'EM!!

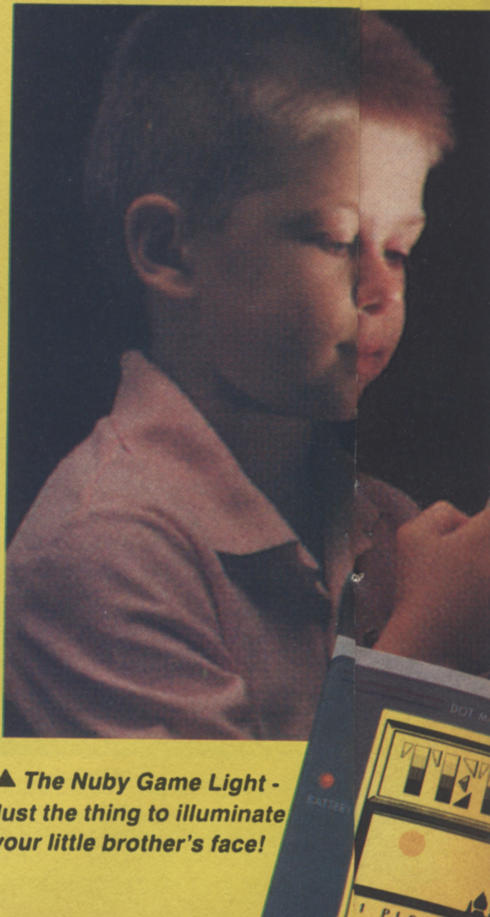


GAME BOY

If there's something the Game Boy isn't stuck for, it's bits and pieces. If it were possible to attach every add-on available to your machine it wouldn't be so much Game Boy, more like Game Very Large Man! There are far too many individual items to fit in, but here's a rundown of some of the more useful!

LIGHT UP YOUR LIFE

Game Boy becomes Sad Boy at night, thanks to the lack of a backlight. If you crave for a blast but daytime has passed, why not get hold of one of the many case-mounted front lights on the market. Probably the best available is the Nuby **Game Light** - a small, colour co-ordinated unit which simply slides onto the top of your machine. It's compact, doesn't inhibit portability like many of the others and the light is strong enough to give perfect visibility even in pitch-blackness. Drawbacks? It takes four batteries which is not only expensive but also adds greatly to the overall weight. It's also quite a task to insert and remove them. The price is a couple of quid more than the competition, too. That said, the Game Light is the best of the bunch and, as the adage goes, you get what you pay for.



▲ *The Nuby Game Light - Just the thing to illuminate your little brother's face!*

PRODUCT	COMPANY	PRICE
GAME LIGHT	NUBY	£ 19.99

HOW CAN YOU GET 'EM?

Apart from the Nuby stuff, which was very kindly supplied by Centresoft, all the add-ons featured here came from Shekhana Consoles. Give them a bell on (081) 340 8565.

BETTER ON THE BIG SCREEN

The Game Gear's screen isn't quite so difficult to get your eyes around as that of its monochrome rival, but there are times when that little extra size could make all the difference to your gamesplaying skills. Enter stage left, a tasty trio of twice-the-size treats that'll help you wave goodbye to eyestrain blues - Sega's own **Wide Gear** and **Big Window** and VidiTek's effort, also called **Wide Gear**.

To be honest, magnification is a tad under x2. The Sega Wide Gear is fairly tacky, as is the VidiTek offering. Luckily, the Big Window is brill. Clipping on to the base of the machine, this sturdy unit completely encases the screen thus blocking out any stray light and giving a big, bold view of your fave blasts.

PRODUCT	COMPANY	PRICE
WIDE GEAR	SEGA	£ 14.99
WIDE GEAR	VIDITEK	£ 12.99
BIG WINDOW	SEGA	£ 19.99

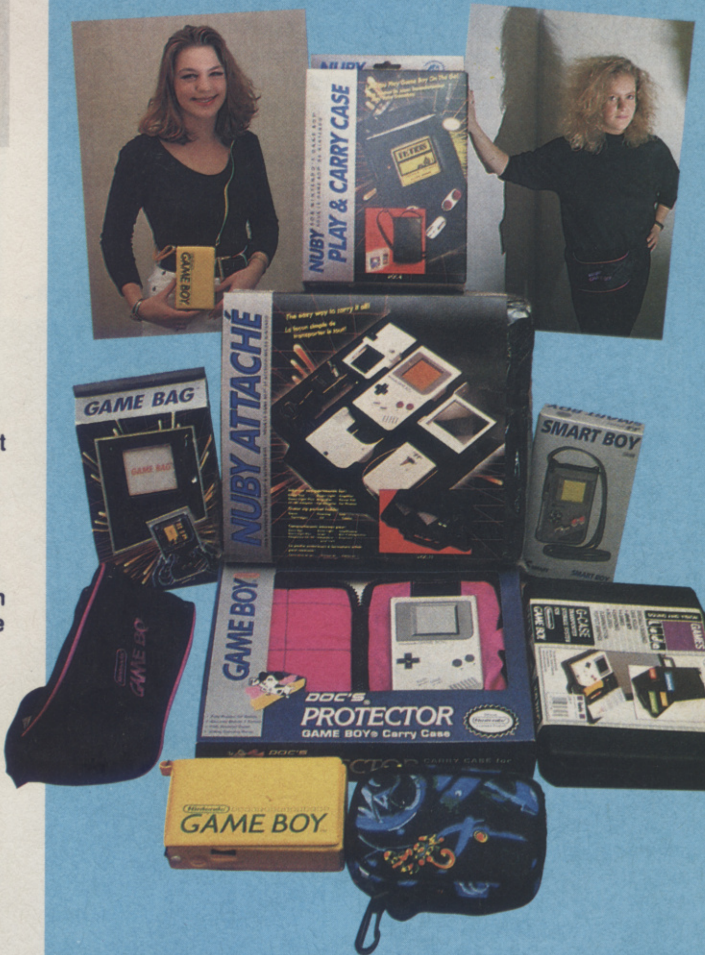
DOT MATRIX WITH STEREO SOUND
BATTERY
TETRIS
1 PLAYER 2 PLAYER
©1989
Nintendo

SMART FOR SIERRAS (OR PEUGOTS!)

Picture the scene - you're out for a drive with the family. The weather's crap, the family's boring. You want to play Game Gear but lo and behold, the batteries decide to wear out. That's a situation you won't need to experience if you have a Sega **Car Adaptor**!

Plugging into the cigarette lighter socket of any car, this great little gadget sends through the necessary juice, allowing you to indulge in a frenzy of automotive GG capers! With a 1.5 metre cable, you can comfortably play while sitting in the back seat - and Dad won't be able to puff on his nasty fags 'cos the lighter's being used!

PRODUCT	COMPANY	PRICE
CAR ADAPTOR	SEGA	£ 17.99



IN THE BAG!

If you want to get ahead, get a bag. There are quite literally squillions of bags, pouches and carry-cases around for Game Boy, Game Gear and Lynx. So many, in fact, that if we showed you all of them, there wouldn't be any room left in GO! for all the rest of the brill stuff we manage to cram in! Just take a look at a selection of the best (and worst) on offer - and judge for yourself!

EXTRAS! EXTRAS! READ ALL ABOUT 'EM!!

SIZING UP THE OPTIONS

The main complaint with the Game Boy is its diminutive screen. To rectify this problem, a number of magnifiers have been introduced onto the market. All of these devices work in much the same way; just clip them on to your machine and away you go with big screen brilliance!

There are loads of the things to choose from. Nuby produce a bog-standard **Game Boy Magnifier** which increases screen size by just under one and a half times. Most of these items, though, not only magnify but include a light, allowing play to continue way past streetlamp time. While they all do the job to a similar degree, of the three we looked at - **Light Player, Game Care Light Magic** and **Game Light Plus**, the latter proved a firm favourite for its compact size and ability to fold up tight and protect your screen from scratching (so no need for the dodgy replacement lens!).

There are downsides to all the magnifiers featured, however. A degree of portability is lost due to the fact that the units extend to around three inches in front of the Game Boy. And you have to position yourself carefully before starting to play, as any light hitting the magnifier causes havoc with the eyes.

GAME BOY MAGNIFIER
NUBY GAME LIGHT Plus
LIGHT MAGIC

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PRODUCT	COMPANY	PRICE
GB MAGNIFIER	NUBY	£ 16.99
LIGHT PLAYER	IMPORT	£ 19.99
LIGHT MAGIC	VIDITEK	£ 16.99
GAME LIGHT PLUS	NUBY	£ 24.99

PACK UP YOUR TROUBLES

The Game Gear is notorious for its insatiable battery appetite. Cure it with a Game Gear **Battery Pack**!

Introduce your new-found friend to your mains power pack, plug in and allow it to feed for eight hours, then unplug from the socket, clip onto your belt and fix it up to your Gear for around ten hours of supercharged action!

The Battery Pack, when fully-powered, lasts for over ten hours and can take around three hundred charges - and when you consider the cost you'll incur changing batteries every half-day, can you really afford not to shell out for this? One word of caution though; the slightest knock of the plug made my Game Gear lose power - on closer inspection I noticed the plug was too short for my (Japanese) machine. So, if you're going to buy one, take your GG into the shop with you to test it out.

▼ Game Gear on the go, thanks to Sega's power-packed Battery Pack!

SEGA
GAME GEAR
Battery Pack

PRODUCT	COMPANY	PRICE
BATTERY PACK	SEGA	£ 34.99

SOUNDS TERRIFIC

Unless you happen to be a bat, Game Boy sound often gets drowned out against the noise of the tube, the car engine or the whoosh! of the toilet-flush. Not any more, when you plug in the **Handy Game Care Sound Booster** from VidiTex. Shoved into the earphone socket of your Game Boy, those tuneful treats burst into life, adding that much more to your playing enjoyment. Only around three inches long, your Game Boy stays portable, allowing you to enjoy meaty music on the move. It's cheap, too!

PRODUCT	COMPANY	PRICE
SOUND BOOSTER	VIDITEK	£ 12.99

There are tons of Game Boy magnifiers available, most of them come with backlights. Just choose your favourite!

GAME LIGHT
NEW
GAME BOY
NUBY
GAME GEAR

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CE
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TV TIME

We've already had an extensive look at the Sega **TV Tuner** a couple of issues ago, but for those of you who missed it (where were you?), it's a clever little device which slots into the cartridge port of your Game Gear and basically lets you watch telly on the GG.
Televisual shenanigans are all well and good, until you find out the cost. Seventy five smackers is what you'll have to scrape together to enjoy those four channels we know and love whilst on the move. Rather expensive, in our opinion, especially when a stand-alone pocket TV costs roughly the same price

PRODUCT
TV TUNER
COMPANY
SEGA
PRICE
£ 74.99

GAME GEAR
SEGA

GAME GEAR

There may not be that many peripherals around for Sega's corking colour machine, but what is there is interesting, to say the least. Here's a butchers at the best of what you can find nestled snugly on those shelves, waiting for a Game Gear to piggy-back onto!

SCREEN TEST

If you're poor, and can only afford a low-quality add-on for your high-quality Game Boy, there's always the **Game Boy Lens**. Simply scratch the existing one, then take your Game Boy apart and slot in the shiny new screen! Personally, I wouldn't try this unless you've got surgeon's hands and a spare seventy quid in case you completely knacker your prized hand-held.

PRODUCT	COMPANY	PRICE
GAME BOY LENS	IMPORT	£ 4.99

GO! FOR THE HOLSTER, VARMINT

So you've got your shiny, new Game Boy. You've just finished having a good old play on one of those hot games and you're just about to slip it into your pocket when - oh no! It won't fit for the three month supply of old sweet papers stashed in there! What do you do? You can't chuck them onto the floor 'cos that's naughty, but the council has taken all the bins away due to non-payment of Poll Tax.
A tricky problem becomes a simple remedy when you pick up the **Game Boy Holster** from Nuby. Clipping onto your belt, the Game Boy Holster is an attractive open carry-case which holds the hand-held itself, together with one cartridge. Unless you're about to do cartwheels, the Holster keeps your pride and joy firmly locked in, leaving those pockets free to hold whatever they desire!

PRODUCT	COMPANY	PRICE
GAME BOY HOLSTER	NUBY	£ 4.99

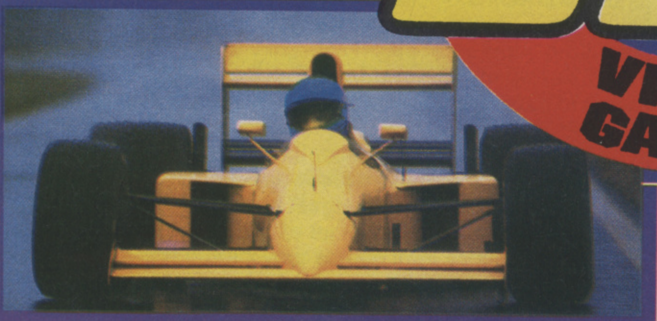
PACKING THE POWER

Being avid Game Boy freaks, you lot must go through stacks of batteries. Just think of the rip-off newsagents whom you'll be keeping in business (Warwicks, please note). Put them out on the street by investing in a Nuby **Battery Pack**, which acts like a mains adaptor - except you can use it anywhere you like without plugging it in! Actually, that's a complete lie; you have to plug it into the mains for six hours to charge it up. Each charge lasts for around ten hours and the Battery Pack is good for over three hundred charges - adding up to at least three thousand hours of portable pleasure and a whopper of a saving on Duracells!

PRODUCT
BATTERY PACK
COMPANY
NUBY
PRICE
£ 26.99

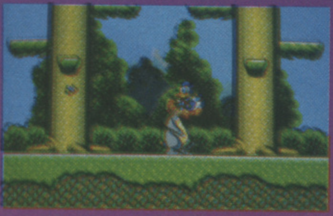
THE TOP T

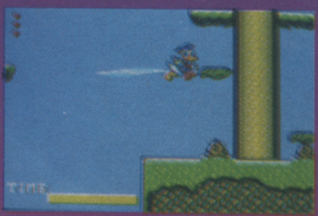
HAND-HELD GO! VIDEO GAMES

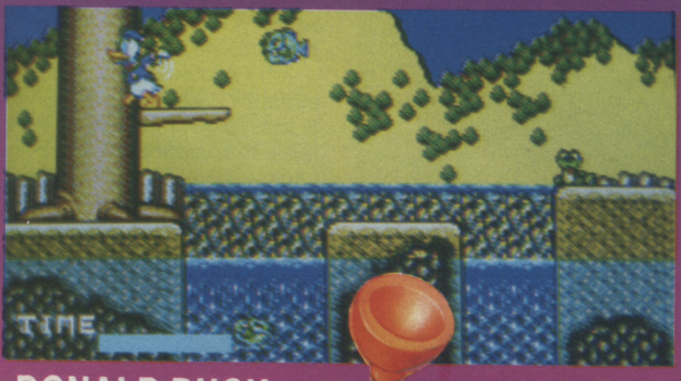


SUPER MONACO GP

This was the first game to be released on the Game Gear and it came as a bit of a disappointment. The game itself is excellent, very playable, with lots of tracks to race your formula one car around. Sadly though, the graphics are a bit poor. Don't let this put you off though, as this is the finest racer available on the Game Gear.





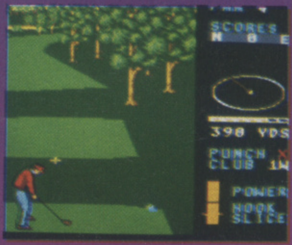


DONALD DUCK

This is much the same kind of game as Mickey Mouse, more platform related japery and a host of bosses to defeat. The graphics are pretty if unspectacular and the game is very playable. Musically it's a fair old treat, especially through headphones and the game has enough variety to keep you coming back for more. Not as good as Mickey but brilliant nonetheless.

LEADERBOARD

This golf game first appeared over her on the Commodore 64. It broke new ground with its vector drawn golf courses and amazing playability. This is a spot on conversion with improved graphics and decent sound. There are tons of holes to play and the control method is perfect for this type of game. If you like a spot of golf, this is the best choice on the Game Gear.



GG SHINOBI

The first game to really do the Game Gear justice is this funky remix of Sega's own coin-op and it really is great. The graphics are brilliant and the animation smooth. There are tons of levels to conquer and it's gonna take a long time to finish. The mixture of platform and beat 'em up works brilliantly and the inclusion of a bit of strategy adds to the fun. Good looking and fun to play.

COLUMNS

This is a puzzle game in the Tetris mode, but instead of dropping shapes, you drop coloured crystals. You have to line up the colours in much the same way as connect four. When you line up the crystals in vertical or horizontal lines, the vanish and the ever growing pile collapses a little. This is addictive puzzling fun in a fine tradition.

MICKEY MOUSE

This is a straight port of the Master System game and is identical in every respect. The Master System version was a classic and this is no different. The game is a huge, sprawling arcade adventure, with puzzles to solve, baddies to beat and goodies to eat. The small screen makes those pixel perfect jumps a tad tricky, but perseverance reaps rewards. A must have for Mickey and platform fans everywhere.

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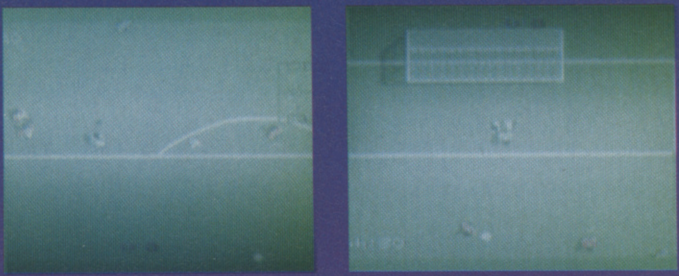
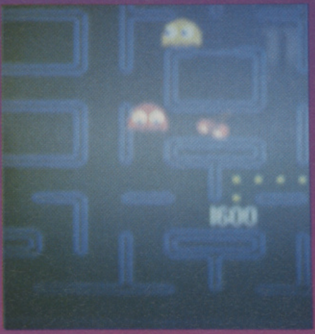
P TEN

It's quite amazing, the amount of letters we've received, asking for our fave raves on hand-helds. This month sees the start of a four-part feature, in which the *GO!* heroes spill the beans on their top ten carts on Game Gear, Game Boy, Lynx and PC Engine GT. To kick off, FRANK O'CONNOR gives you the lowdown, in no particular order, on his most treasured GG blasts from the past.



SUPER KICK OFF

Truly unbelievable. Super kick Off on the Game Gear is almost identical to the superlative Amiga version. The graphics are small, but really detailed and lightning fast. The sound is almost non-existent, but who needs it. This is the most playable soccer sim ever and it's almost worth buying a Game Gear to play it. Fast, difficult, challenging and addictive. This has all the ingredients of the perfect game. the control method takes a while to get used to, but once mastered, you wont stop playing...ever.

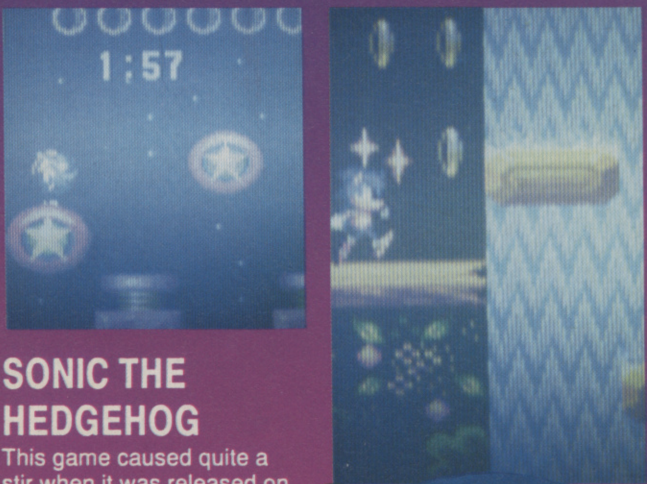


PAC MAN

This crusty old classic is now available on the Game Gear and you just can't beat it for simple, addictive and infuriating gameplay. Simply guide a voracious yellow beach ball around a maze, chomping dots and avoiding ghosts. It's not exactly complicated but you just wont be able to put it down.

NINJA GAIDEN

It was a toss up between this and GG Shinobi for fourth place, but GG wins on the graphics front. Basically, this is much the same game, just a little faster with more emphasis on platform action. Don't expect a conversion of the coin-op though, it's very different. On the up side, this is fast moving ninja action at its best, but the music is really annoying.



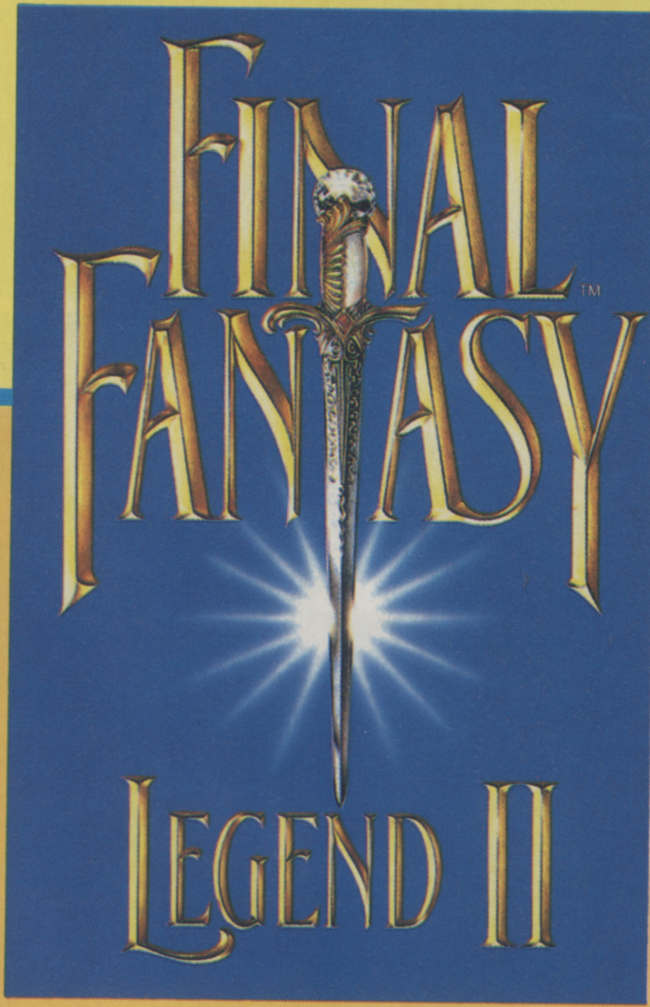
SONIC THE HEDGEHOG

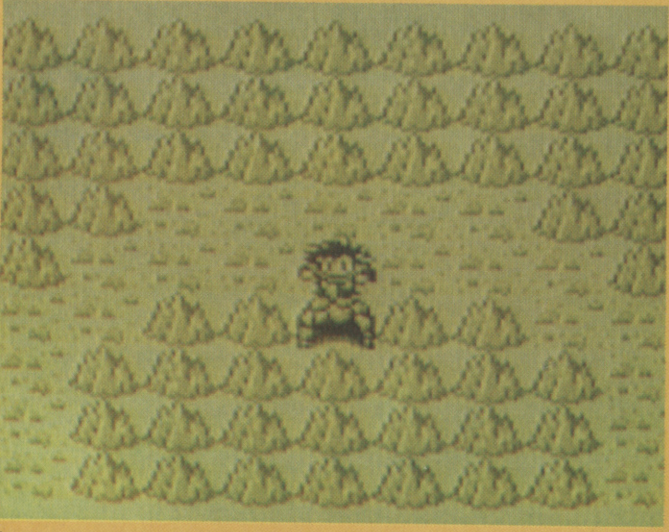
This game caused quite a stir when it was released on the Megadrive. It was the fastest, most colourful, most playable platform game on the Megadrive and it sold by the bucketload. So what's changed? Nothing, it's a straight conversion of the perfect Master System version, only faster, because the Game Gear runs 17 percent faster than it's Master System cousin. Colourful doesn't begin to describe it and the game is lightning fast. This is easily the most impressive looking Game Gear title out. Buy it!

When the Magi, holder of all power, was shattered into 77 pieces and scattered throughout the nine worlds, the black shadow of chaos loomed over the lands. Many gods and devils sought the shards which, when placed back together, would maker the holder ruler of the universe.

You too are looking for the Magi, along with your merry band of followers. Encounter towns and villages where you can buy items to assist you on your quest; talk to inhabitants and glean useful information from them; and do battle with scores of ruthless enemies, all out seeking Magi and all determined not to let anyone stand in their way.

GAMEBOY - £24.00

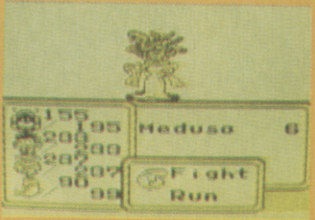




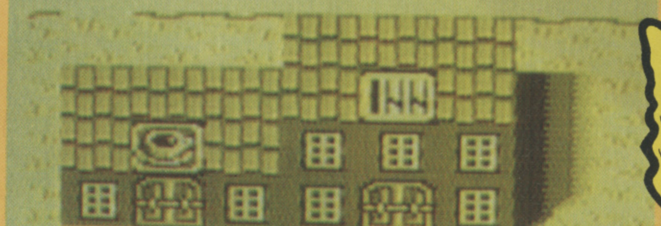
▲ *A cave hidden in the mountains!*

RPG's aren't everyone's cup of tea, but you really must give Final Fantasy Legend II a go. A very demanding adventure, with a battery backup allowing you to save your position, means you'll be playing for a very, very long time. Graphics are humourous and there's a variety of tunes and sound effects to battle along to. If you want a lasting challenge, you can't go wrong with this.

PAUL RAND



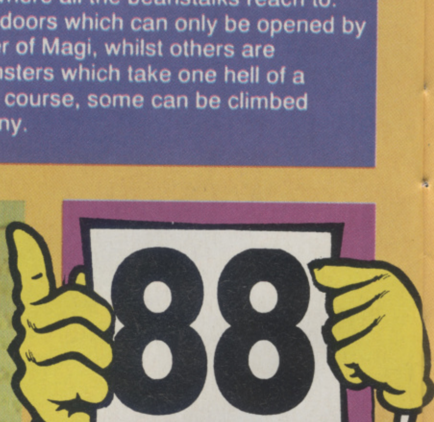
▲ *Oh no! Snake Hair!*



▲ *What's happening in the pub?*

WONDROUS WORLDS

Each world is accessible via a big beanstalk thing which takes you up to Heaven, where all the beanstalks reach to. Some of them are behind doors which can only be opened by collecting a certain number of Magi, whilst others are guarded by rock-hard monsters which take one hell of a kicking before they fall. Of course, some can be climbed straight away - but not many.



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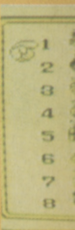

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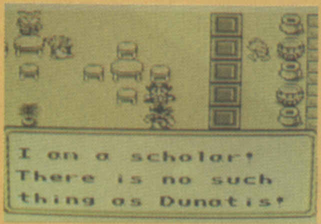
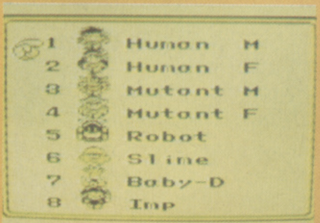


I am a scholar!
There is no such
thing as Dunatis!

▲ *A real bunch of thickies round here!*

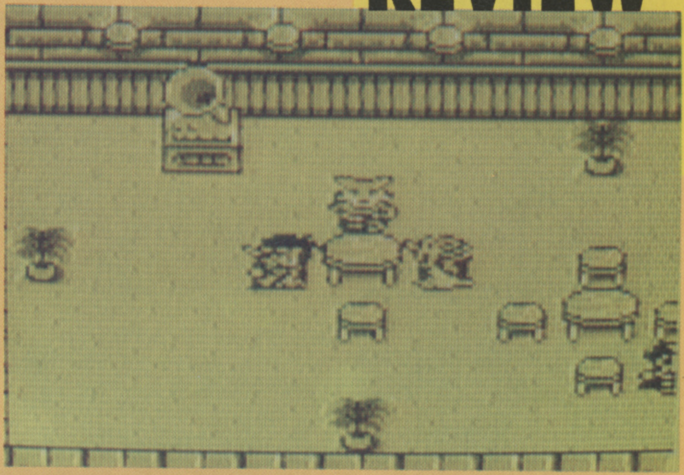


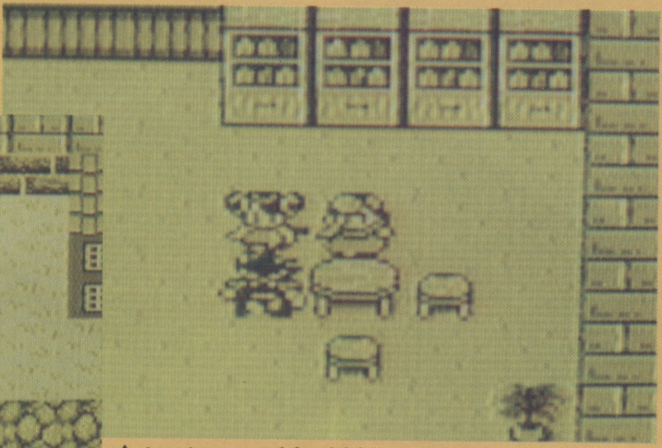
1 Human M
2 Human F
3 Mutant M
4 Mutant F
5 Robot
6 Slime
7 Baby-D
8 Imp

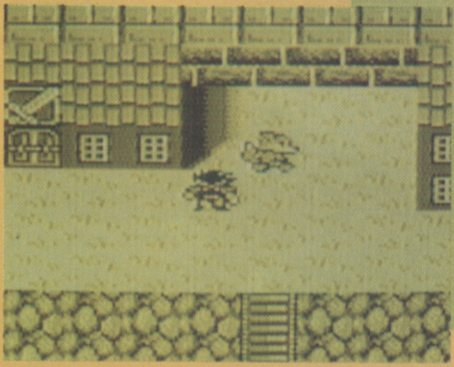
▲ *Choose your fave character!*

WONDROUS WORLDS

Each world is accessible via a big beanstalk thing which takes you up to Heaven, where all the beanstalks reach to. Some of them are behind doors which can only be opened by collecting a certain number of Magi, whilst others are guarded by rock-hard monsters which take one hell of a kicking before they fall. Of course, some can be climbed straight away - but not many.



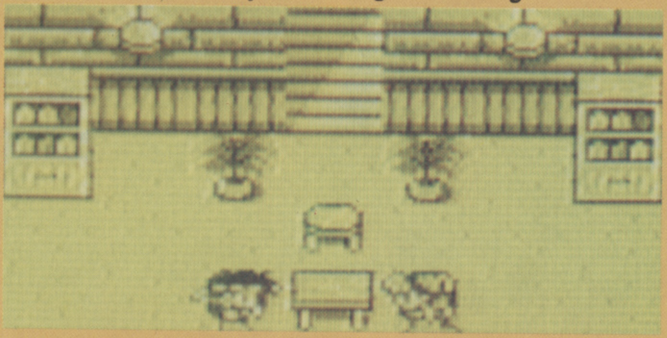




▲ *You could ask the fox for help and information, but you'd better check out the weapons shops before you do anything!*

▲ *Look around for hidden rooms!*

▼ *It seems your Dad's gone missing!*



SILLIEST STORYLINE EVER?

The best part of Final Fantasy Legend II has to be the storyline, which centres on your dad jumping out of your bedroom window when you were a child, never to be seen again. He's off out looking for Magi and had to sneak out so that Mum didn't make him stay at home. Years later, you decide to go and look for him so, bringing some friends and your teacher - who's an octopus - off you trot! Happens every day, doesn't it.

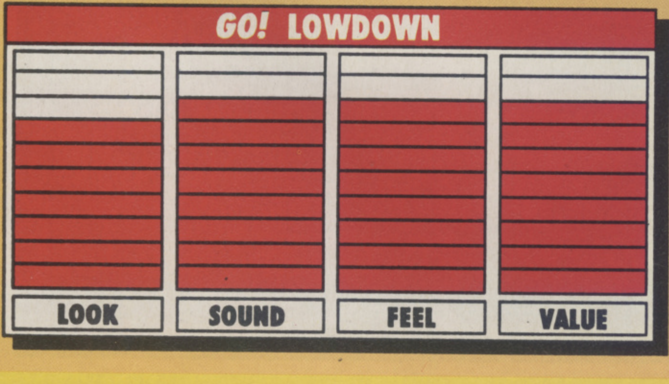
AWAY IN A MAGI

On each world there is hidden some of the 77 Magi which you must find to complete your quest. And, as you can imagine, not all of them are just lying around holding up a sign saying "Pick Me Up Please". In fact, the vast majority of Magi are being guarded by some nasty creatures, who aren't about to give them up without a scrap - so give them one.

BIFF THEM BADDIES

Meet up with some nasties and you'll encounter the battle screen, where each character gets to choose, in turn, which weapon to use in combat. Each combatant, be he goody or baddy, has an Agility rating which determines when he gets his attack in - the better the rating, the faster the attack.

GO! LOWDOWN



WE'RE SHOPPING

No matter what village you go to, they'll all have the same sort of services. Shops you'll find include a Weapons R Us, a mythical pharmacy where you'll find spells and potions-a-plenty, and a coffee shop where you can catch up on the latest gossip and, erm, have a cup of coffee.

Those Japanese really like their RPGs and Final Fantasy Legend is very much like all the others. Fortunately this American cart has English text so you know what's going on. The game itself is a good old laugh, with more than a bit of arcacde style play to break up the decision making sections. The plot is amusing to say the least and you'll have a right giggle as the story unfolds. Good stuff.

FRANK O'CONNOR

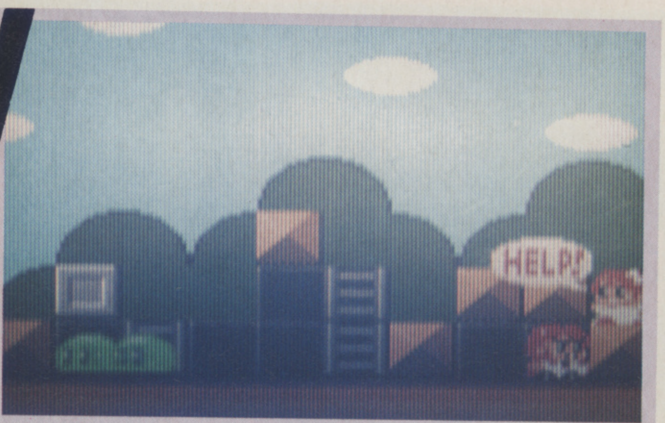
PREVIEW

ICE HOCKEY

More sports action is heading your way, Lynx owners, in the form of one of the world's most exciting (and violent!) games, Ice Hockey. We've seen an early development version of the game and were champing at the bit for more! All the rules and features of the real game are being written in, including the part that everyone really goes to matches to see - the fights!

When a fight occurs, the screen switches to a view of the two combatants, who have to smack one another around in order to win contro of the game. We were dead impressed, but that's only a minor part of Ice Hockey. If the rest is up to the high quality of the fight scenes it'll be pucking great. As always, watch for the EXCLUSIVE GO! Review in a forthcoming issue!

LYNX - TBA



POPILS

Guess what? A princess is trapped and you've been hand-picked to go and rescue her. Sad storyline, maybe, but from what we've seen of Popils, the latest puzzler to appear on Game Gear, the game itself is anything but unfortunate. The object is to smash blocks so that others will fall and, in so doing, bring the gal closer to your waiting arms. Of course, it ain't that simple. Not only are there indestructible blocks to bar your way, but the resident meanies are on patrol - and there's no way they're going to let you just waltz along and grab their most prized possession!

Popils is the first Game Gear game to include a battery backup facility, allowing the player to save his position and return at a later date. Add to that the unique-on-hand-held ability to create your own levels, and you have the perfect ingredients for top puzzle japery. We can't wait to receive a copy of the finished cart and get stuck in to the only Review worth bothering with - look out for it in four weeks time!

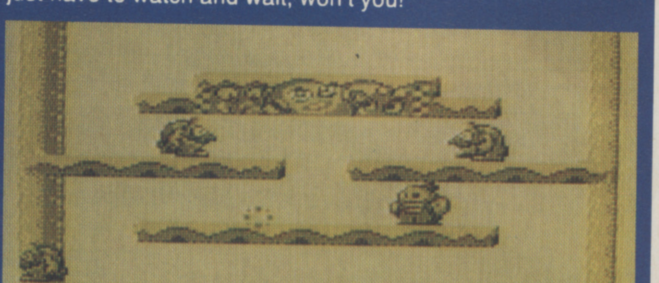
GAMEGEAR - £TBA

GAMEBOY - £TBA

SNOW BROTHERS

One of the hottest games soon to storm the Game Boy stars the coolest characters this side of the South Pole! They're the Snow Brothers, but one of them has been kidnapped an hidden away. What's worse is that the sun's burning out and, if Nick doesn't find his brother Tom quickly, things are going to get veeerry chilly indeed.

Converted from the top Capcom coin-op, Game Boy Snow Brothers is looking like it could be one extremely hot cart. Featuring fifty levels of icy action, the player can rack up points-a-plenty by finding chilly treats. Collect hot sauce and you'll get big bonus items like Speed Skates and Power Shots to help you along in you arctic adventure. Snow Brothers is almost ready for release - will it receive an icy reception when it gets that all-important *GO!* Review? You'll just have to watch and wait, won't you!



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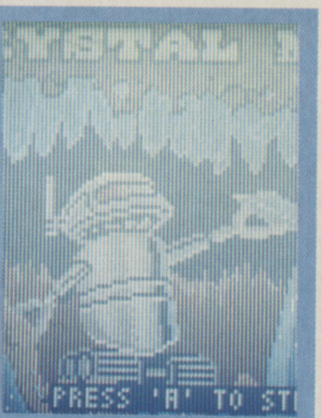
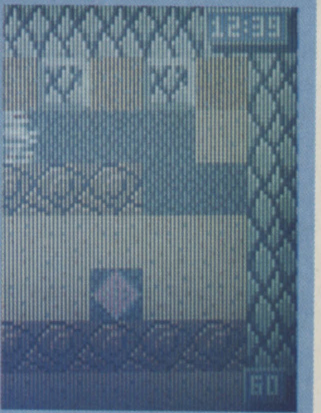
CRYSTAL MINES 2

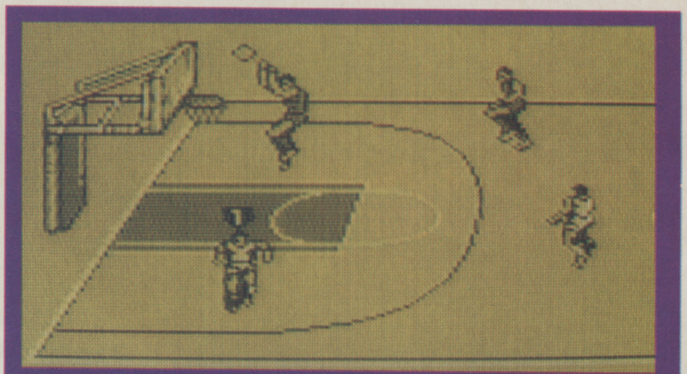
Remember Boulderdash? That stunningly basic yet outrageously addictive classic starring a little insect-thing called Rockford became an instant favourite across a wide range of formats and spawned a number of sequels and clones. Atari have taken the basic idea and spruced it up a bit to create Crystal Mines, the latest Lynx lovely soon to launch itself onto games-starved punters everywhere.

Controlling a robot, blast your way through the mines of the title, picking up crystals and avoiding (or killing) the nasties guarding them. There's maps to find in order to plan the best route around each area, as well as special bonus bits and pieces to bump up your score. We've had a bit of a play on a pre-production version and were well impressed. If the finished article is similar then Crystal Mines could be something of a smash when it's released in the coming weeks. And you can bet your bottom dollar that we'll treat it to a tasty *GO!* Review just as soon as that cart is complete!





LYNX - TBA

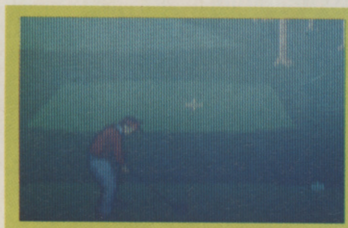


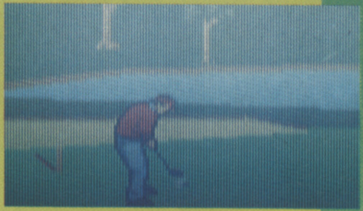
DOUBLE DRIBBLE - 5 ON 5

What features ten huge guys, big balls and plenty of sweaty action? Don't be rude; it's that fast-paced favourite of the Yanks, basketball, and it's about to hit the Game Boy with a vengeance when Konami unleash their conversion of the Double Dribble NES game onto an unwitting world. This shrunk-down slice of American Pie will pit your wits against a quintet of six-foot-plus sportsmen whose sole aim is to shove the ball into the net so many times that they quite literally beat you.

Slam, pass and steal your way to victory either against the Game Boy, or link up with a friend and enjoy double player delights. Double Dribble - 5 On 5 is looking as though it could slam-dunk its way to the top of the pile when it's released; on the other hand, it may be just foul. You'll only find out by checking out the imminent *GO!* Review - next month!

GAMEBOY - £TBA

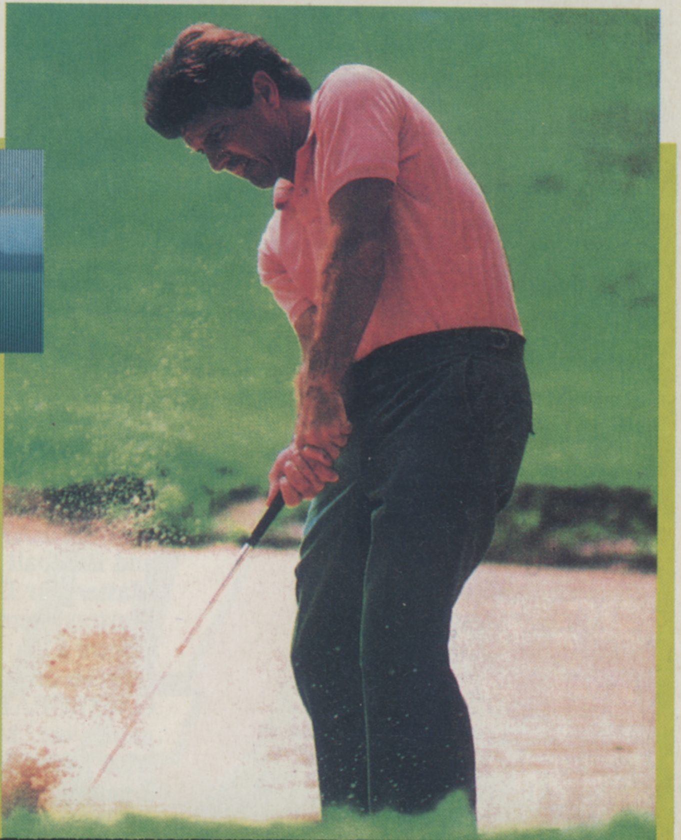




WORLD CLASS LEADERBOARD

One of the best ever arcade sports games to appear on computer gets the Game Gear treatment from US Gold, when they release World Class Leaderboard in the next few weeks. When it first appeared on the Commodore 64 a few years back, it was acclaimed for its beautiful graphics and addictive, no-nonsense gameplay. All that - and more - has been included on the Gear to make what could be a smash on Sega's little wonder.

Four courses are there for you to "putt" your skills to the test, along with a driving range and a putting green. Three difficulty levels let you play to your own ability and, with a full selection of clubs, varying weather conditions and the dread of golfers everywhere - water traps and bunkers! Something else is in there which has appeared on any other incarnation of World Class Leaderboard; speech. A fair smattering of sampled sound congratulates or chastises you, depending on the quality of your shot. We think it's going to be a game to put other Game Gear sports sims to shame; see if we're right when we give World Class Leaderboard that all important *GO!* Review in the very next ish!



GAMEGEAR - £TBA

DIAL-AN-AD NUMBER
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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

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THE MICROSELLS cont.

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THE MICROSELLS cont.

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excellent condition,
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price negotiable,
interested call Emma on
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GAMEBOY, 3 games, worth
.over £120 will sell for
£75, very good
condition contact Paul
on 0354 822297.
For Sale Spectrum plus 2
.128k, 200 games, 2
joysticks and over 200
spectrum magazines,
worth £500, £200 o.n.o.
Call Matthew on 0442
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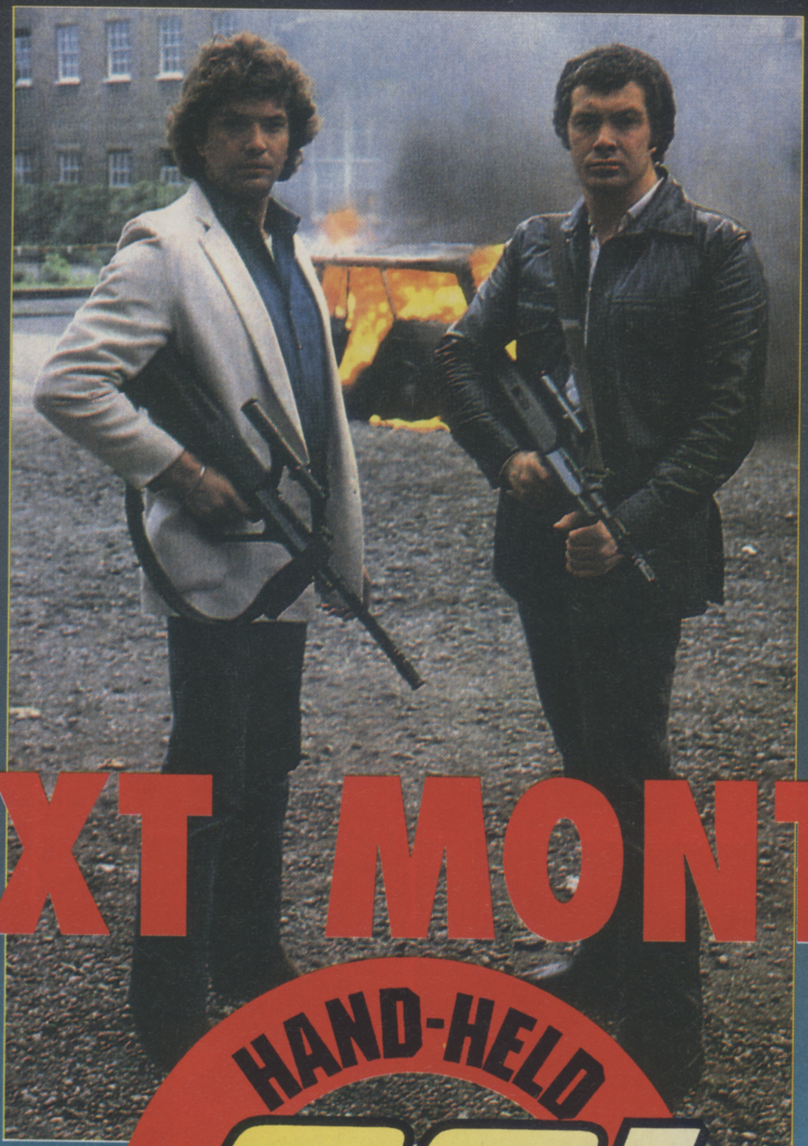
GAMEGEAR, plus 5 games,
.all boxed as new, casio
keyboard, CB radio plus
all accecories, sell for
£280 o.n.o. or swap for
an Atari SP or an Amiga.
Call 0203 396 146.
NINTENDO Gameboy for
.sale with 4 games sell
for £120 including
rechargable battaries.
Contact 071 241 4351.
GAMEBOY for sale with 3
.games £60 o.n.o. Contact
Ami on 0923 254603.
AMSTRAD 6128 plus mono
.monitor plus tape
recorder, leads, 2
joysticks, hundreds of
games, own discs worth
over £500 sell for £250,
Phone Adam on 081 523
4147.
GAMEGEAR Dragon Crystal
.and Baseball £10 each.
Mastergear £17,
Mastersystem Ghouls and
Ghosts £12. Phone
Duncan on 0202 882 440.
GAMEGEAR includes 4
.games inc. Mickey Mouse.
Also Mastergear inc.
2 games, sell £175.
Contact 0484 663 222.
GAMEBOY for sale with 9
.great games, link cable
in good condition call

HE GOT HIS...

NOW GET YOURS!



NEXT MONTH!

HAND-HELD

GO!

VIDEO GAMES

GO! GETS BIGGER AND BETTER THAN EVER!

SO GET GO! (IT'S EVEN 'ARDER THAN THEY ARE...)

AND IT'S FREE!!

ACCESSORIES FOR THE GAME BOY

GC17
Game Light Plus
Game Light and Magnifier in one, snaps securely onto your Game Boy, slides off easily. Double magnification and improves screen visibility.

GC12
Attache
Protection case with interior organiser with multiple compartments to hold Game Boy, Game Light, Amplifier, Magnifier, Power Pak, Game Light Plus, AC/DC Adaptor, Car Adaptor, Ear Phones and other accessories.

GC10
Game Boy Holster
- Innovative accessory holds Game Boy® and one extra game pak.
- Clips to belt and can be carried anywhere.
- Rugged, high impact construction compliments Game Boy®.

GC 5
Game Light
Great in the car at night. Improves visibility and contrast in dark and dim light.

GC13
Game Boy Car Adaptor
Lets you power your Game Boy off your car battery. 3 metres cord reaches the back seat of most vehicles.

GC6
Game Boy Magnifier
Double magnification makes viewing easier and playing twice as exciting, bringing the action closer.

GC7
Game Boy Amplifier
Micro amplifier plugs directly into your Game Boy, improving sound and increasing your fun.

GC15
Game Boy Mains Adaptor
Lets you power your Game Boy off household current. Convenient 3 metre cord connecting directly to any standard outlets enables you to conserve your batteries.

GC2
Game Boy Carry Case (Hard)
Safe convenient storage for your Game Boy, Game Paks, Headphones and Video Link.

GC3
Game Pak Carry Case (Soft)
- Holds 12 Game Boy Game Paks
- Durable, compact case protects and organizes games during transport and storage.
- Double stitched construction with mesh woven carry strap lets you take your games anywhere.

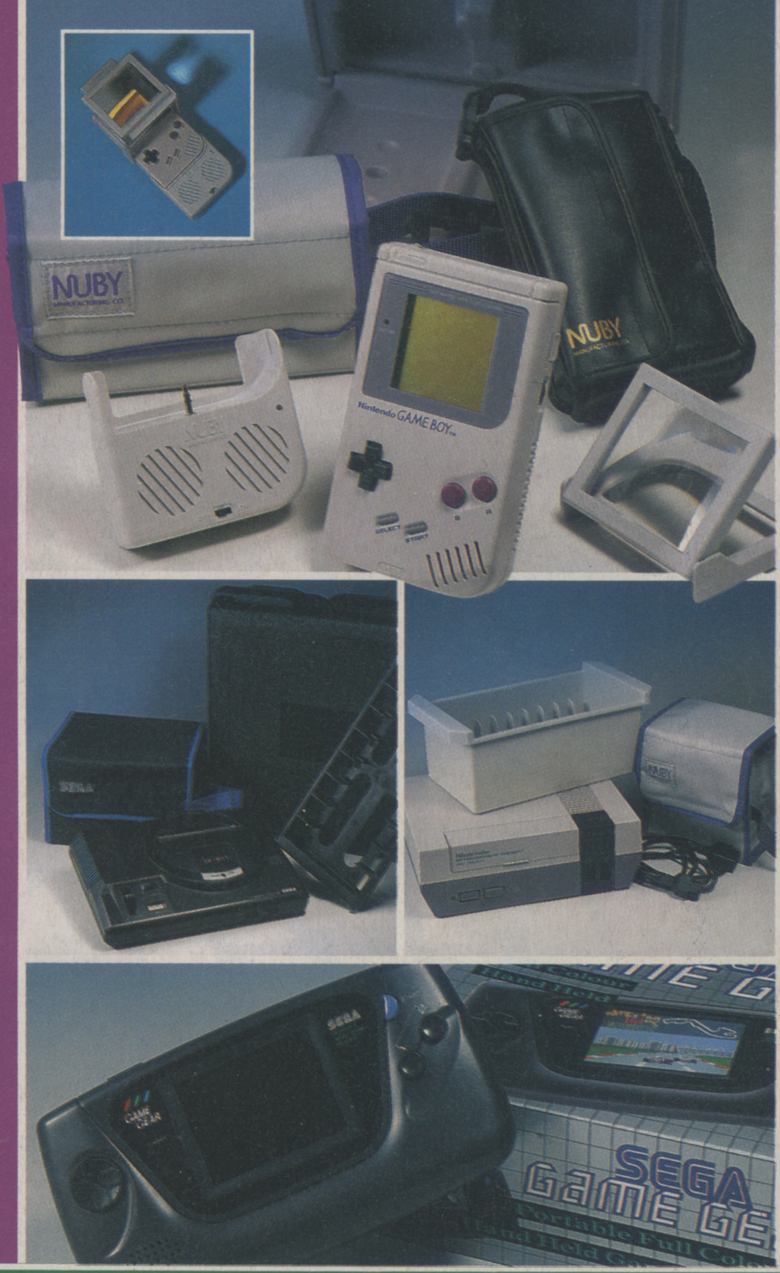
GC8
Play and Go Carry Case
Play as you go with this stylish leather-look travel case that holds your Game Boy plus 4 Game Packs.

GC18
Game Boy Cleaning Kit
- Easy to use - extends the life of Game Boy and game paks.
- Cleaning cartridge removes dirt and build-up from Game Boy contacts.
- Special wand cleans contacts in game paks.
- Comes with extra cleaning card for cartridge and replacement tips for wand.

GC9
Game Boy Power Pak
- Enables Game Boy to be used on the move.
- Clips onto back of Game Boy to play.
- Plugs into wall to recharge.
- Includes rechargeable Batteries.

OFFICIAL Nuby PRODUCT

GAMING ON THE MOVE



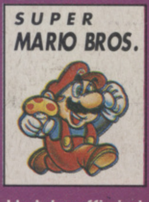
Checklist
To ensure you're not missing out on any of the great Game Boy, Mega Drive, NES & Game Gear accessories here is a list of the range available. Why not tick them off as you collect them.

GAME BOY
- ☐ Game Light
- ☐ Attache Case
- ☐ Game Light Plus
- ☐ Game Boy Holster
- ☐ Game Boy Car Adaptor
- ☐ Game Boy Magnifier
- ☐ Game boy Amplifier
- ☐ Game Boy Mains Adaptor
- ☐ Game Boy Carry Case (Hard)
- ☐ Game Boy Carry Case (soft)
- ☐ Play and Go Carry Case
- ☐ Game Boy Cleaning Kit
- ☐ Game Boy Power Pak (inc rechargeable battery)

MEGA DRIVE
- ☐ Mega Drive Soft Pak
- ☐ Mega Drive Cartridge Caddy
- ☐ Mega Drive Carry Case

NES
- ☐ NES Soft Pak
- ☐ NES Cleaning Kit
- ☐ NES Game Caddy
- ☐ NES Extendo Cable

GAME GEAR
- ☐ Game Gear Play 'n' Carry Case
- ☐ Game Gear Attache Case



Holds official Game Boy Game

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NUBY urges you to recycle. All product is recycleable. If you no longer need it, don't throw it away - recycle it!

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Holford, Bimingham B6 7AX.
Tel: 021 625 3399. Fax: 021 625 3236.

Accrington - P.V. Computers 0254 386455 • **Alfreton** - Gordon Harwood 0773 521189 • **Ashton Under Lyne** - Vu Data 061 339 0326 • **Banbury** - Soft Spot 0295 275848 • **Birkenhead** - Computer Adventure World 051 666 1132 • **Birmingham** - Hewards 021 354 2083, Mr Disk 021 616 1102, 021 429 4996, 0384 481262 • **Bolton** - Bolton Computer Centre 0204 41937 • **Boreham** - Devron Computers Ltd 081 953 1283 • **Bury St Edmonds** - Computer Magic 0284 702305, Thetford Micro 0284 767058 • **Cannock** - Miles Better Software 0543 466577, 373836 • **Cleveleys** - Joystix 0253 862718 • **Coventry** - K Soft 0203 224412 • **Crawley** - Crawley Computers 0293 561656 • **Darlington** - Topsoft 0325 486689, C.H.I.P.S. 0325 381048 • **Daventry** - Soft Spot 0327 79020 • **Dunstable** - Faxminster 0582 475474 • **Glasgow** - B.P. Micros 041 649 4641, 041 337 3223 • **Great Yarmouth** - The MicroShop 0493 842697 • **Guildford** - Ultima Retail 0483 506939 • **Hatfield** - Faxminster 0707 272 919 • **Hemel Hempstead** - Faxminster 04422 55044 • **Hull** - Tomorrows World 0482 213385 • **Ipswich** - Computer Magic 0473 21486 • **Kings Lynn** - Computer Plus 0553 774550 • **Leamington Spa** - Spa Computers 0794 518268 • **Letchworth** - Games Keeper 0462 672647 • **Liverpool** - Computer Adventure World 051 263 6306 • **Lowestoft** - The Micro Shop 0502 517865 • **Middlesborough** - C.H.I.P.S. 0642 219139 • **Milton Keynes** - Softly 0908 670620 • **Newport, Gwent** - Microcare Computers 0633 250482 • **North Harrow** - O.H.M. 081 427 0545 • **North Shields** - Livewire Computers 091 296 1504 • **Northampton** - A-Z County Supplies 0604 414528, Northants Computers 0604 22539 • **Norwich** - One Step Beyond 0603 663796, 0362 698917 Software Emporium 0603 633362, Viking Computers 0603 425209, 0297 508006 • **Nottingham** - Beyond 2000 0602 475166 • **Orpington** - Computer Leisure 0689 821101 • **Oxford** - Soft Spot 0865 794202 • **Portsmouth** - The Micro Centre 0705 697802 • **Reading** - Ultima Retail 0734 568510 • **Redcar** - C.H.I.P.S. 0642 488522 • **Redditch** - Soft Spot 0527 585209 • **Romsey** - Romsoft 0794 518268 • **Sheffield** - Gemsoft 0742 757070 • **Southampton** - Ultima Retail 0703 639419 • **Southport** - Coast Computing 0704 501368 • **Stevenage** - Games Keeper 0462 672647 • **Stockport** - Vu Data 061 477 6739. • **Stockton on Tees** - C.H.I.P.S. 0642 618256, Topsoft 0642 670503 • **Stoke on Trent** - Town Computers 0782 287540 • **Sutton in Ashfield** - North Notts Computers 0623 556686 • **Thetford** - Thetford Micro 0842 761645 • **Twickenham** - Comptronics 081 891 6258 • **Wallsend** - Livewire Computers 091 295 1564 • **Waterlooville** - G.B. Microland 0705 259911 • **Whitley Bay** - Livewire Megastore Ltd 091 252 1260 • **Worthing** - Worthing Computers 0903 210861 • **York** - York Computer Centre 0904 641862

PLUS SELECTED BRANCHES OF GAME, `DIXONS, RUMBELOWS, VIRGIN, BOOTS, ALLDERS & MENZIES.